

C/FO

Shop Talk

September 1986

Number 64



C/FO SHOP TALK

Nº 64

Cover by Rich Arnold

(Fanta, Breetai, Gundam Mk. II, Banzai Boy, Kei, Emeraldus)

SEPTEMBER 1986

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* = Change of Address



Cartoon/Fantasy Organization

11863 WEST JEFFERSON BLVD.
CULVER CITY, CALIFORNIA 90230

C/FO SHOP TALK #63 cost us \$3.02 apiece; \$1.39 for the printing of the "public" pages, + \$1.58 postage + 5¢ for the envelope. This issue looks like it'll be larger, so it'll probably cost more. If your account is down to around \$3.50, it's time to send in more money.

The big news this month is that the ballot is out! This covers the regular elective officers for the general club for 1987-1988, plus establishing the Board of Directors, plus approving the club's proposed Bylaws. As Stukey has said editorially in his last several letters, the club's response to this ballot may well determine whether the C/FO will survive or not. If the majority of the members won't bother to vote, this will be a strong indication that apathy has become too strong to overcome. Please take the time to mark your ballot and send it in. If you're active in a chapter, encourage the other members there to send their ballots in, too. ## The minor news is that MEMBERSHIP DIRECTORY #11 is now closed out and in production. Randy Stukey should have the master copy finished and mailed to Los Angeles early in October. Mark Merlino has done a great cover illustration for it. Hopefully it'll be printed and in the mail by the end of October. Stukey will begin work immediately thereafter on the first issue of the new/revived regular general club bulletin. He needs contributions of articles, stories, reviews, news, etc.

C/FO SHOP TALK's rules: (1) The cost of printing your letters, art, etc., is \$1.75 per page (one side of a sheet of paper); \$3.50 for two pages (both sides of a sheet). If you want to send your contribution already printed, send 80 copies. (2) Please write or type in black ink so it will print well, on white paper. No light pastel inks or faded typewriter or computer ribbons. (3) Please leave margins wide enough to allow for stapling. (4) Please make your cheques payable to me, Fred Patten, and not to the club.

next deadline: 17 October 1986

Fannishly,
Fred Patten
Fred Patten

Dennis Brimhall
PO Box 7654
FRESNO Ca 93747
Aug 29 86

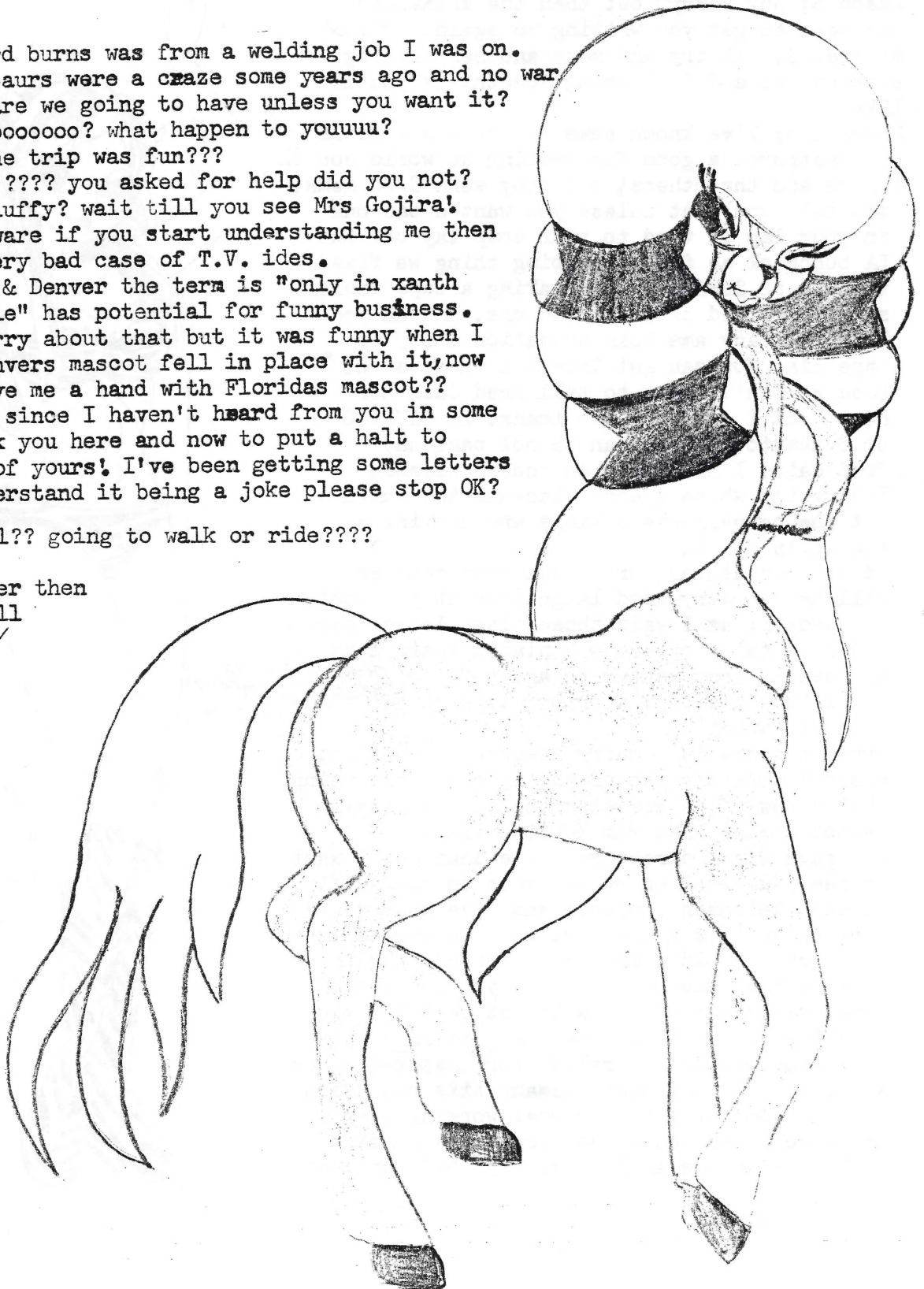
Shoptalk

Danny B; The 3rd burns was from a welding job I was on.
Mike Susko; Centaurs were a craze some years ago and no war
in this field are we going to have unless you want it?
Fred C; howl dooooooo? what happen to youuuu?
Fred P; hope the trip was fun???
Jason B; Owe me ???? you asked for help did you not?
as for tails fluffy? wait till you see Mrs Gojira!
Randall S ; beware if you start understanding me then
your getting very bad case of T.V. ideo.
To San Antonio & Denver the term is "only in xanth
is this possible" has potential for funny business.
To Ben Dunn sorry about that but it was funny when I
started and denvers mascot fell in place with it, now
You care to give me a hand with Floridas mascot??
Revell Walker: since I haven't heard from you in some
time I must ask you here and now to put a halt to
this type aid of yours! I've been getting some letters
who didn't understand it being a joke please stop OK?

Ed Sevcik; Well?? going to walk or ride????

Till later then
D Brimhall

D Brimhall



Dennis Brumhall
Box 7654
Fresno CA 93747
Sept 12 86

Shoptalk

Jason S; Why larry? but then the animaloid was ment to get you writing me again. *IT DID!*
Michael S; I'll try and make another meeting soon enough and I'll bring somethings you'll like?

Randall S; I've known some out of state fools who destroyed a good fun meeting at world con '84 for me and the others! and they were C/FO mems.

So. tell you what unless you want a tac nuk in your lap or tied to your comp lay off the LA bunch ok as for our taping thing we fixed that As of SEPT86 we are making a tape vault so members and chapters can use. and bh yes best pull any american animation off your tape list You can get into hot water soon! *

Fred P; You'll have to tell Fred Cain her name all I get from the ~~trans~~. is FAUSUTO or fuausuto (Animage Jan 85 no1 page 44)

Fred Cain; I need help on those chessmen I have the white queen & black and the knights but the pawns, rooks & kings are driving me the walls a bit.

Ed S; your asking for it and your chapter will have a very good laugh over it you wont!

RE Randy S: as I said those (last letter person al) I'll talk to them who placed their hats in and see if they wanted to again????

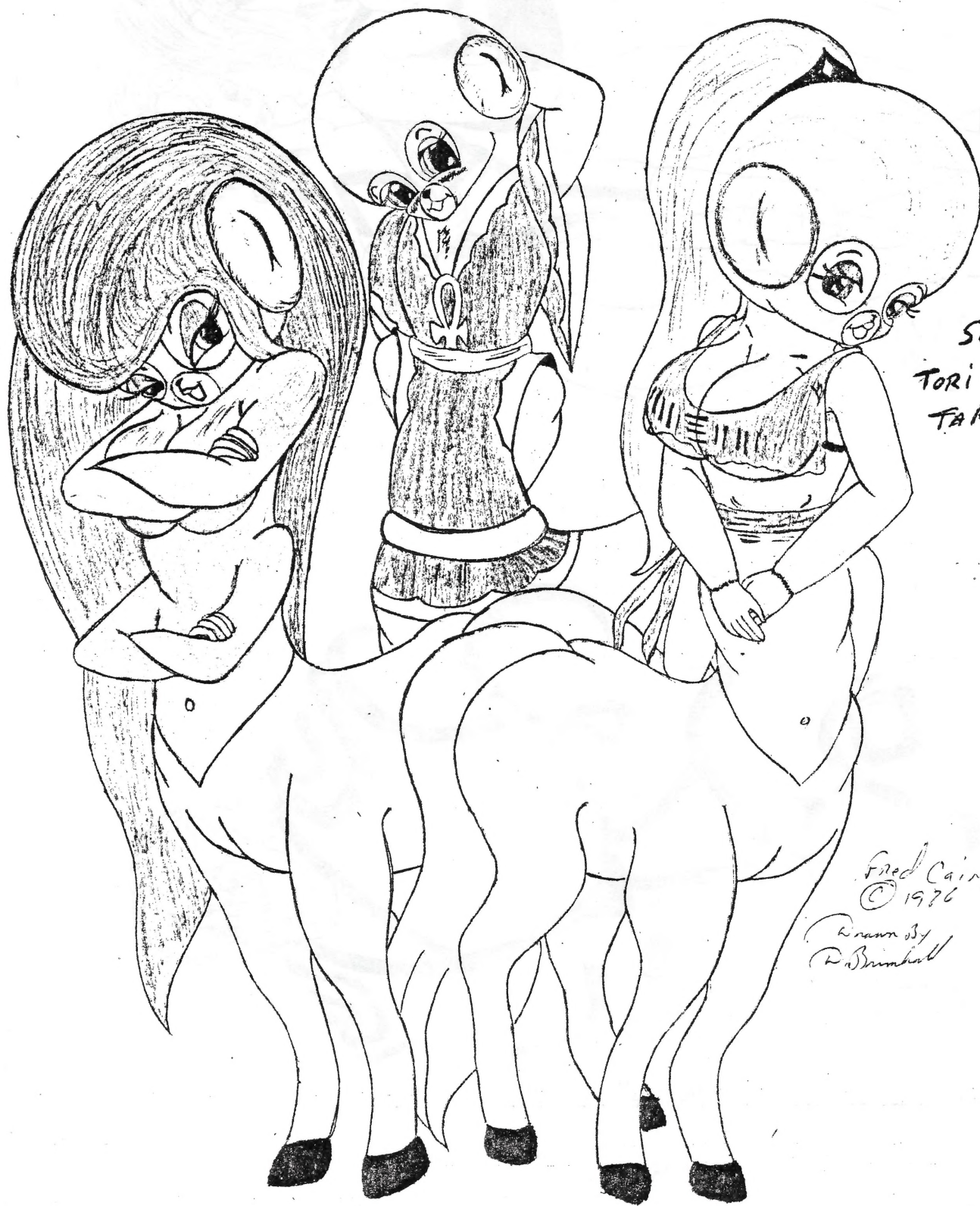
Pat A Munson-siter; a friend says hi her name is dusti webei

My remarks are in a hurry because of the time where I work (the use of the type) but the thing that a few of us are starting in the LA c/fo is not unlike what Mark Merlino (& where or who gave him a directors title that one I want to see) was working on but kept to him self! Richard Reichman, myself and five others are working on this a lot now. what is needed is a lot of the old anime in japanese & english this is the help we need from you out there. Some of you may not know it but we (C/FO) may have 8 more chapters starting one in canada (ontario), oregon, australia (for ~~this~~ ^{**} I need a pal system) and west ~~germany~~ ^{**} this one heard it from some of army personal working over there so I was contacted direct. as I said I'll help anyone as long as they help another!



Ps who Allowed
Merlino To Be on
The Board of
Directors anyway!!

must run now
Dennis



SORRY girls
Tori Has Been
Taken !

Fred Cain
© 1976
Drawn By
R. Brimhall



NIKKI & RICKY
 Ben Davis
 © 1986
 Drawn By
 P. Brumhall



Daddy!

Parent's name
 Roy G.
 1986
 Drawn By
 P. Brumhall

Playmate
 1986
 © 1986

A MESSAGE FROM YOUR (HOPEFULLY) FUTURE PRESIDENT

I'm afraid it's time to introduce myself. My name is Alvin Ronnfeldt and I am running for CFO president. This is my campaign advertisement but hang with me and I promise it won't get (too) boring.

I just sent in a platform of a few lines to the election committee but my distinguished opponent's platform reads like a novel. I must say that this makes me a little uneasy but I said all that I thought was necessary.

Well, now to business. The thing everybody is probably wondering is what will I do if I am elected? Well I'd like to make a list of all the great and thrilling things I'm going to do as soon as I get my greedy little hands on the reigns of power, but the truth of the matter is there's not much to do. I hardly know what they're doing in Austin much less Poughkeepsie. Face it, almost all the work is done by the local presidents (although I would be delighted to get some letters telling me what you've been up to).

Secondly, the new by-laws (if accepted) place all the power and decision ability firmly in the hands of the new Board of Directors. I could veto some action of theirs, as long as the vote wasn't unanimous, and they can vote down the president's veto. Try to figure that one out. I don't really mind this set up because I trust all the people who are going to be on the committee to do a good job, and besides not even the US is a pure democracy... However I would always be there to straighten administration foul ups, listen to complaints, and answering letters from members.

That does not mean I plan to let the grass grow under my well-fed rear. For starters I think that what the American releasers did to Nausica was roughly what the Vandals did to Europe. I would like to distribute the proper address(es) and try to get enough letters written to these Philistines to let them know that there is an audience in America for good animation that's not been kiddy-ized.

Secondly, the heart of the organization are the publications. For your hard earned yearly dues you can expect a bi-monthly or perhaps even monthly newsletter. Newsletters can be so boring, let's see if we can also include some translations, critiques, and comments on our films. Money and volunteer time permitting perhaps we could surprise you with other special goodies like the Baycon Anime Guide we got this year. I'd give all the support and encouragement I could to other publications, the marvelous Shop Talk for instance. (At least now I know I'll get one vote with this letter.)

As for the rest of what I plan to do, I'm open to suggestions. Write me, tell me what you'd like to see in the CFO and what you do see but would rather not. If I'm elected (and even if I'm not) I'll see what I can do about it if I think you have a good point. As soon as funds permit I'm getting a modem for my cranky but sturdy old Osborne computer, it would be quicker and easier to contact me through Mental Ward or some other bulletin board.

Lastly the reason I am running is because I have felt

frustrated about not being able to do anything with the CFO club, mostly because I live across town from the officers. I want to get involved, and why not start at the top?

Now comes the part where I have to tell you my qualifications but keep reading because I'll make it quick and there will be some better stuff at the end. I have served in several clubs notably the president of the University of Texas at San Antonio Fantasy Gaming Club, the MindCon convention committee, and (for those of you who believe in IQ tests) I am a card carrying member of MENSA. At the time I am a hopeful writer trying to get published while I attend the University. I am honest, hard working, honorable and my ancestor was Abraham Lincoln. Honest.

And now since I have the rest of a page left that I'm paying for anyway I would like to use this space for general comments.

Why is it that Japanese animation is so much superior to American television? Note that I said American TV, not just American animation. For one thing the Japanese are not afraid of dealing with tragedy.

American shows always have to have a happy ending. About the only shows that allow anyone of importance to die are the soap operas, and they usually handle it quite badly. American TV leads to boredom eventually because everyone knows that the kidnapped leading lady is perfectly safe both from death and any lewdness on the part of the villain.

For a second I want to explain what tragedy is. Aristotle was the first to define tragedy. His opinion was that tragedy was the story of a mighty king who fell to ignominy and death because of one fatal flaw in his character. Later writers, notably Shakespeare, wrote excellent plays without the "fatal flaw". Others wrote good tragedy where the hero survived. What is needed for tragedy is not necessarily a fatal flaw, but a reason.

Let me explain: when a likable character suddenly has a car accident and dies the audience has a few seconds of shock followed by a feeling of depression. "Gee, what a rotten thing to have happen to such a nice guy." In tragedy on the other hand the audience is shown the forces that are conspiring to disrupt his life.

They see a man and his best friend compete over the same woman, they see the friend's love turn to jealousy and then hatred, they see the now-villain cut the brake fluid cables not on the man's car but on the car of the woman he loves. We see the anguish the now-hero trying to deal both with the loss of his wife and the betrayal of a friend up until he kills the villain in mortal struggle. In some way I can not explain or understand this creates an almost pleasant release of emotion which Aristotle called catharsis, rather than a feeling of depression. Accidental deaths are referred to as pathos which is a much inferior story type to tragedy.

For some excellent examples of tragedy see The Dagger Of Kamui, Crusher Joe, My Youth in Arcadia and episodes of Hokuto No Ken and Votoms. See if you see what I mean. And please vote for me.

Alvin Rompfelt
CFO San Antonio

LOS ANGELES *bidding committee* for WESTERCON XXII

Chuck Crayne & Bruce Pelz CO-CHAIRMEN
Ken Rudolph TREASURER Dian Pelz ART DIRECTOR
Sally Crayne SECRETARY

LON ATKINS - Publicity
FRED HOLLANDER - Masquerade
LARRY HOWARTH - Registration

DAVE HULAN - Program Continuity
FRED PATTEN - Auctions
JOHN TRIMBLE - Food Functions

FREDERICK PATTEN
11863 WEST JEFFERSON BLVD.
CULVER CITY, CALIFORNIA 90230

19 September 1986

Honorable Everyone;

Boy, did I make a big error in my Japanimation '86 trip report! The ¥1,500 that we paid to see a movie was the equivalent of only \$10.00, not \$15.00. It was still about double the cost of an average movie ticket in Southern California.

Chris Krolczyk: Please trade in your blue ballpoint pen for one with black ink, so your letters will photocopy legibly in the future.

Michael Susko: I love your new typewriter ribbon. ## I won't need your cover art until almost the last minute, although I hope you won't take it amiss if I arrange to have a stand-by drawing available just in case of some last-minute emergency. ## Thanks for the compliment on the L.A.-area bulletin. Some of the local participants have commented that it gets a bit boring seeing the same movie plot synopses every month, but we get enough new guests each month that I'd feel inefficient explaining to them that we didn't need to print the plot of this month's feature because it was already in last month's bulletin. Also, I do make errors in my movie synopses and translations of episode titles, and when I catch them, I correct them the next time that episode or movie is shown. If anybody wants to copy a movie synopsis or an episode title from an L.A.-area bulletin, try to take the most recent printing that you can find. I just got the date that "Vampire Hunter D" is set (12,090 A.D.), which I didn't have when I printed the plot synopsis the first two times. (It's given on the "Vampire Hunter D" pencil box, button, and writing slate, but it's not mentioned in the 68-page animation book or in any of the anime magazine writeups of the movie.) I named the scientist in "Bander Book" in my synopsis in the September bulletin as Dr. Godo, which was sheer carelessness; Godo is the hero in "Phoenix 2772". It should've been Dr. Kudo. I got a big correction on my translation of episode #6 of "Those Obnoxious Aliens" at Daicon V, during a discussion of the difficulties in translating titles full of slang & other non-dictionary Japanese. It's "Kutabare iro otoko!", which I'd originally translated as "Beat the Man Down!", translating "kutabire" as "to beat somebody up/down", and "iro otoko" as "some type of man" which I assumed was an expression for a weird or offbeat character. I was told that my translation of "kutabire" was literally correct, but it's used in the sense of, "People should come running from all over and beat you up!", as Americans would say to someone, "You ought to drop dead!" And "iro otoko" specifically means a handsome man. (Which makes sense; the episode stars Rei.) So my new translation for that episode is,

"Drop Dead, Handsome!" I tried doing something with, "Everybody Ought to Beat You Up, Handsome!", but that seemed stilted and overly-literal. Anyhow, I'm flattered that you appreciate my translations, but they aren't guaranteed absolutely correct. If anybody has reason to believe that any of them are wrong or can be improved, please let me know. (At the moment, I'd particularly like to get other opinions as to the best translation for episode #5 of "The Dirty Pair", which is the first I've come across with a Japanese sound-effect in it: "Creados no Do-kun Do-kun!", with "do-kun do-kun" signifying a heartbeat or a bomb ticking.)

David Doering: Your proposed information-sheet format sounds good to me. It's gratifying to learn that so many people are enthusiastic about joining you on this project, and that it's coming along so well. ## I'm not sure how much the C/FO may be able to do at the Worldcon in Brighton next year, since we don't have any video tapes on the PAL TV format. I'd love to be able to set up some trades with British or Continental fans to get some European animation, but does anybody have any suggestions as to how to go about it? ## We certainly shouldn't forget the C/FO's history, but now that the club seems to be ready to start offering the members something once again, I think we ought to concentrate on giving them what they came to us for -- material about Japanimation -- rather than articles about the club's history. Save that for later. Otherwise, I agree with you. If a plan can be worked out to enable a national/international Japanimation club to be successfully run, let's use it to save the C/FO instead of scrapping the C/FO and starting anew. The C/FO has had a lot of problems, but it's also got a lot to be proud of. We were here before "Battle of the Planets", "Star Blazers", "Voltron", or any of the other programs that introduced identifiable Japanimation to America, and we were in a position to educate fans as to where those programs came from and how much better the originals were. We were here before there was ANIMAGE or the Roman Album series or any of the other Japanese anime publications that made it easy to appreciate how good Japanese animation was. We began the practice of organizing Japanese animation video programs for s-f conventions. (We actually set up a screening at a convention, Loscon 3, in April 1977, as a dry-run for a fan club a month before the first C/FO meeting, in May 1977.) It was thanks to the growing number of C/FO members nagging the L.A.-area Japanese-community shops to import more anime books & merchandise, and our showing-off of these items to other fans at conventions, that anime albums and model kits and so on are now a common sight in the dealers' rooms at conventions throughout s-f & comics fandom. Carl Macek's own story of how he came to create "Robotech" shows that he wouldn't have been in a position to introduce himself as an expert on Japanese animation to Harmony Gold if he hadn't learned about it through C/FOers constantly talking about it and showing it off at his American animation & comics shop. This foundation is still solid enough to support a strong club; there's no need to throw it away and start over from scratch. Our biggest problem seems to be that we do still need a strong club-wide leadership; people who can get the club moving in some direction and make the membership enthusiastic about joining in and participating instead of sitting back and saying, "It'll never work." ## Your comments about the legality of selling Japanimation buttons, and citing "Elfquest" as an example, is almost exactly what I said in SHOP TALK back around 1983. As a result, I understand that I was accused of accusing C/FOers who wanted to make buttons of planning to deliberately rip-off the Japanese studios &/or ELFQUEST. It strikes me that there's still a dangerous ignorance in the club as to what's legal and what's illegal, and what we can probably get away with as opposed to what we're really stupid to do. Yet another thing that we need to do is to figure out a way to explain this to the membership so that they'll understand it and accept it rather than immediately taking personal offense at it.

Randall S. Stukey: My main comment on your editorial about the lack of a candidate for Vice-President is: BULLSHIT! Now let me justify that. You say that: *We had one, but this person withdrew from the election due in part to the poor treatment this person received from numerous LA area members of the C/FO at San Diego Con. I have double-checked this person's story with my own sources and as far as I can tell it is not stretching the truth too much....* I have no objection to naming names;

the Vice-Presidential candidate was Barbara Edmunds. I talked to Barb about the club elections at the Worldcon in Atlanta. She told me there that she had withdrawn her candidacy for Vice-President, but the reason that she gave me had nothing to do with any poor treatment received at the Comic-Con. She did not say anything about the Comic-Con that I can recall except about the Shogakukan/VIZ display there. I have several reactions to this situation. (1) I want more details, both from you and from Barb Edmunds. I'm going to send her a photocopy of your letter and of this reply of mine. If Barb affirms her story to you, then I want to know why she told me something different. If she was just trying to be polite to me by not mentioning a problem, then she has no business talking about it behind my/L.A.'s back. It's like the old advertisements about bad breath or body odor; what kind of a friend is it who won't tell you that you have B.O., but goes around calling other people's attention to your B.O.? If Barb affirms her story to me, then I want to know where you got the story that she withdrew her candidacy because of poor treatment that she suffered "from numerous LA area members". (2) Your statement implies that, because of this shocking behavior by L.A. area members, the club has lost the potential services of a valuable member at a time when the C/FO needs all of the help that it can get. In fact, Barb Edmunds is still on the ballot; she's just running for a different office -- that of one of the Board of Directors. If her withdrawal of her Vice-Presidential candidacy was due to displeasure at the conduct of some of the members, then why is she running for a different office? I'll say that the reason that she gave me for not running for Vice-President leaves running for Director a reasonable alternate choice. This reaction is tied to my first reaction, because I'm also a candidate for the Board of Directors, and if the Board is approved by the membership, Barb and I will have to work together for the next four years. I dislike discussing personalities in public, but since you've raised the issue by attributing to Barb a statement that flatly contradicts something that she told me, you've left me with a need to find out how much faith I can put in what Barb tells me. But this is getting away from my point here, which is that, by telling SHOP TALK's readers that the offensiveness of L.A.-area members has caused us to lose a candidate for Vice-President, without mentioning that this same person is now running for Director, is to give a very distorted picture of the situation. (3) Your editorial comments about L.A. members ranting and raving, and insulting people and throwing things at them, strikes me as crude anti-L.A.-ism and as a call for a witch-hunt. I will concede to some rudeness (my minutes of the first meeting back in May 1977 complain about people carrying on a loud conversation in the audience), but to no more than I've seen at any average fannish meeting such as a s-f club or a comics club, including other C/FO gatherings outside the L.A. area that I've attended. In 9½ years of L.A.-area C/FO meetings, the only instance that I can recall of members throwing things at anybody was a comedy routine at a video-taped meeting where the whole attendance pelted Jeff Rody with marshmallows. I'd like you to cite some specifics. Your comments about the offensive L.A. members include the statement, *if they could be identified*; i.e., you don't know who you're accusing. But you do know enough that you can say, *I am sure that no SHOPTALK readers were involved*. If that's the case, then your following comments amount to an admonition to the SHOP TALK readers in L.A. to tell the non-SHOP TALK readers that "some of you guys are real assholes, and we're not going to put up with it any longer!" And that sounds like a fancy way of saying, "Let's you and them fight!", while you make pious noises about what a shame it is that those L.A. members are always fighting. But if the L.A.-area SHOP TALK readers don't do anything, then we can presumably be accused of condoning the bad manners of the L.A. chapters. How about giving us something more to go on than that some unidentified members committed unspecified but shocking attacks against Barb Edmunds, apparently including yelling at her and throwing things at her, at some time during the Comic-Con? If this whole subject was worth mentioning in public at all (which you obviously think it was, with all your capitalization and underlining), then it was worth getting & giving some more solid details instead of making lurid accusations. If Barb confirms that this incident did happen, then I still want more details if you're serious about wanting us to "do something" about the perpetrators. You say that there's a growing attitude in the club that the C/FO would be better off without the L.A. chapters

with their feuds and bad manners. To be blunt, there's a growing attitude in the L.A. chapters that the rest of the club is jealous of us because we have more chapters, more tapes, more Japanese-community anime shops, etc. I personally think that both of these attitudes are inaccurate and dangerous. But if the story spreads that the non-L.A. members think that the L.A. members spend all their time yelling at each other and throwing things at each other, then the L.A. members will know that the rest of the club has no idea about what our meetings are really like, and that the rest of the club is predisposed to believe anything bad about the L.A. chapters. And that won't get any problems solved at all. ## As to your comment about, *YOUR FEUDING AND BICKERING OVER SUCH NONSENSE AS WHETHER TAPE COPYING SHOULD BE ALLOWED AT CHAPTER MEETINGS*, I'm happy to report that the matter has now been solved to everyone's satisfaction. Well, maybe not everyone's satisfaction; we have over 200 people attending the various L.A. chapters, and you aren't going to be able to work out a schedule for over 200 people without somebody complaining that it's inconvenient for him. But the vast majority of the tapers in the L.A. area are now enthusiastic about the idea of having a separate series of meetings just for them. ## You're wrong in your assessment of what you call the 1985 *WHO-WAS-THE-SECRETARY-NONSENSE*. You say that, *The question is was (James Hudnall's) letter ever read by Kurt and Jane*. No; the question was whether such a letter ever existed. Ann Nichols' comments in the June issue which set this discussion going were that, *What Randy said about the C/FO Magazine's 10th issue listing James Hudnall as membership secretary when he'd refused the position is untrue. ... I don't know how you got ahold of that story Randy, but whoever told it to you didn't have his/her facts straight*. This amounts to a statement that it's untrue that James Hudnall had refused the Secretary's office before it was announced in the magazine that he'd accepted it. I corrected that by pointing out that the magazine #10 was published in August 1985, and that Hudnall had had publicly announced in C/FO SHOP TALK in March and in June that he would not accept the office. Those issues were sent to every chapter in the club, not just the regular SHOP TALK subscribers; that fact was stated in those issues themselves. I feel that that proves that Hudnall did in fact refuse the position before it was announced in the club's magazine that he'd accepted it; and that this disproves any inference that Hudnall was irresponsible by accepting the post and then deciding that he didn't want it. Whether or not Kurt Black or Jane McGuire had read Hudnall's letters wasn't involved with the question as I understood it. In fact, it looks to me like a red herring designed to sidetrack or distort the issue. Nobody can prove that Kurt Black read James Hudnall's refusal; therefore this proves that James Hudnall didn't really make a public refusal, even though he may have told a few individuals that he didn't want the post. I don't buy that interpretation. Does this mean that we're not really arguing with each other?

Fred Lee Cain: The C/FO's bulletin used to run a Classified Ad column pretty regularly. Ardith Carlton edited it. It was called "Bōeki Toshi: Trading Post". It wasn't ever very large, though; only two or three ads when it appeared, and that was only once every three or four issues. Still, I think the membership at the time appreciated the fact that the column was there and that they could take advantage of it if they wanted to.

Patricia A. Munson-Siter: Weekly meetings? Wow! Well, I guess that we have weekly meetings in Los Angeles; we just move the location around the city. But that attitude wouldn't be popular with some members, who are very proud of their chapters and don't think of them as appendiges of the C/FO-Los Angeles. ## Since the C/FO has members in Canada and Britain and Australia and Japan, it's more accurate to refer to the international club or to the general club, than to call it the national club.

Fannishly,

Fred Patten

Fred Patten

From Revell Walker, CFO Rising Sun

Hi, Everyone: It looks like the the July deadline was too quick for us here; and the August 26th one won't allow me to comment on DAICON 5 until I get back from it myself. So you'll have to wait for September's ST letter to read about it. I will say that it will be good to see so many people from the states living out the trip of there dreams.

Yawata Uma Participants: Thanks for getting the horse back on time. Even though it wasn't supposed to go back to ^{us} by mail (I know, the first letter said that, but if people had read ST, they'd have known to send it to Robin) we're glad to have it back to get down south. Another thing worth mentioning is the artwork that went on that horse....It was beautiful! My complements to CFO2 for getting Dr. Sonya Beta and Beta Max on such a challenging area, that being the mane. It was also good to see her bustline brought down to more realistic proportions, and the new costume for her.

Dennis Brimhall: Alas, you have no sense of humor. But I won't event give you the pleasure of responding to the letter you sent us! You'll just have to live with what ever happens at least YOU can read THIS.

CFO LA AREA: A very interesting visit we made to LA last June. Dave, it was indeed a pleasure to meet you at that session, and thanks for that copy of GERTALK you gave me. My Japanese counterparts are impressed with it as well. One of things that REALLY tickled us was Allison Frankel's Commander Breitali filk song. She's an accompliced writer as well as artist (which your chapter seems to be full of these days). I got a question for all you guys and galls in Studio A: WHY on Earth do you put up with that INFERIOR picture on the monitor downstairs, while the "Super Dupers" upstairs in the crow's nest get crystal clarity? In most chapters,

Revell's ST (cont'd)

This would indeed be grounds for keel-hauling the programmer. I'm sure this isn't your fault, Richard. It's also good that the dupers are finally being told to knock off their dominating ways and push off to another time for their duping sessions. A meeting must NEVER be delayed because of these people. By the way, It's time to return my tapes, Richard!

Fred L. Cain: I KNEW I shouldn't have gotten you going on those dreams again! Look at all the money you could have spent elsewhere.

Fred & Mike: the man behind the Ramroids is one Kenichi Sonoda. Once a resident of Osaka, where he dabbled in garage kits with the Musasiya Hobby store, he has moved up to Tokyo's Kechijoji District and is doing new work on a story you'll be seeing soon called Gal Force. The garage kits on these girls are out now, and we'll have the synopsis on this story in our next newsletter. Besides Gal Force, he's got another character named Neko MiMi.... the Japanese have a thing about kitty girls, can you clue me in about that? So watch for an upcoming issue of SNOWJOB for an in-depth article on Gal Force, Eternal Story... One of 86's best video releases!

That last blurb reminds me of a new trend in video releases, that being the "teaser" pre-release video. What they do is get video footage of the cast doing the voices, soundtrack singing, and the animators toiling away at the light table. Then they "tease" with some good action scenes from the feature you're dying to see. Project A-ko was done like this and I fell for it, thinking it was the real thing. They did Gal Force like this, so be careful.

Potential Tape Traders: Please donot send request for television anime anymore.

we just don't have the selection that some chapters (like LA) enjoy from correspondants in Tokyo, with 12 to 14 channels. On the other hand, we've got lots of original video stuff available from the rental shops that would be better to have with regard to first-run movies and such. CFO Oklahoma Fandom Chapter is getting Gal Force before anyone else, for instance.

CFO Denver, San Antonio: Okay, you got out of the " Bulma Incident" with your skins, but you're in back in the frying pan again: you are charged with messing up the name of the character Uron, the shape-shifting pig. There are times when you must leave these names alone no matter what you think they sound like. At least one of you lot should have seen our article by Bob Martino. I guess the urge to second-guess the author is overwhelming considering the problem with the "L" and "R" sounds.

Toren Smith and Co.: Bravo on the Baycon guide. It has opened some eyes even among those who aren't that interested in our hobby. I'm seeing some of your outlines in print already, but, folks lets GIVE CREDIT where credit is due on these plots. Toren and his staff MUST be recognized with each synopsis.

Well, its off to DAICON 5, see you in September!

Yours In Anime,

Revel

Revell

P.S. CFO DENVER & S.A. :

You were right, it IS Woolong.



© K. SONODA

September 13, 1986

MINNASAN: I'm apologizing in advance for the way this will look -- the typewriter is sticking and I don't have the money to fix it just now.

RANDY: Sorry to go back to the ~~§~~ subject of the Hudnall thing, but I was not pleased by Patten's remarks in #63. However, ~~he~~ he did prompt me to research the matter rather than rely on my memory, and for that I thank him.

FRED PATTEN: Your comment that Jim Hudnall had taken the trouble to mail his letter (I am assuming you mean a copy of the June 19, 1985 letter you reprinted) to the Blacks and myself took me by surprise because I could not recall receiving such a letter or Kurt telling me that he had. Since I have a habit of writing down mail I receive (including junk mail) and C/FO calls made/received in my appointment diary, I went looking through the 1985 one. I neglected to write down my mail on June 4th and 28th, but there was no mention of a letter from Hudnall elsewhere during that month. I checked July as well and discovered I'd sent a postcard about two memberships to Hudnall on the 16th, which indicates to me that I was still unaware that he had given up the post.

Yes, I mean given up the post, not refused it. You see, I also checked back in May and made the heartening discovery that I'd forgotten that I hadn't been quite the wimp I said I was earlier. I'd found out that Kurt had listed Hudnall in C/FO-Magazine #10 on May 18th (and it had already been mailed to be printed, not merely was ready for printing). I called Jim Hudnall that same day (got his answering machine) and I recorded that he called back and accepted the job. Furthermore, a call from Kurt made on June 13th, 6 days before the date of Jim's letter, told me that issue #10 was printed.

Fred since Jim thought I'd resigned, why would he send me a copy?
I don't know if Kurt received Hudnall's letter. A list of C/FO News Kurt gave me in his call of June 30th does not mention Hudnall. Neither did (from what I recorded) a call on July 20th. However, I very much doubt that he would have thrown a letter from Jim unopened. If, ~~Jim~~ Jim did send me a copy of his letter, either something happened to it and it never reached me or perhaps it was accidentally thrown out [unnoticed] with the volumes of junk mail for my mother and late father. In any case, my statement about Hudnall not refusing the job before Kurt put his name in the magazine was true so far as I knew at the time (and as the dates above show, was true ~~in any case~~) and I certainly did not know of any public refusal of his so I do not consider that I made an unjustifiable denial of it. (didn't know of any ~~a~~ public refusal when I wrote my earlier statement, I mean) *Enough of the subject!*

~~#####~~ I recall that you were of the opinion that Kurt's C/FO Magazine was like FANTA'S ZINE, but Kurt did not merge FANTA'S ZINE with the magazine as you stated. If you'll check page 3 of his first issue you will note that he mentions that no one is "currently producing Fanta's Zine, and in fact there are not even any plans to do so." He further stated "Would you ~~like~~ like to have your remaining subscribed issues of the (by any realistic measures) defunct Fanta's Zine exchanged for an equal number of additional issues of THIS magazine?" I think it is clear that Kurt did not intend to merge the two. (No, I am not being nitpicky, I am attempting to save C/FO history ~~from~~ from being rewritten yet ~~again~~ again and I apologize for my inaccuracies in my last letter.)

MINNASAN: I am currently taping MACRON-I, the new show that combines GO-SHOGUN with SRUNGLE. If your area doesn't get it and you're curious enough to send a tape (no generic brands such as C/FO-San Antonio prohibits, please) and postage & insurance money, I'd be willing to help out. Don't expect greatness. (At least Bundole is nice to look at and his American voice reminds me of Desslok in STARBLAZERS.

Ann Nichols

September 21, 1986

FRED PATTEN: My apologies. It is correct to say that Kurt had written up Hudnall as membership secretary after Hudnall had indicated he was too busy for the job because Jim's letter saying it was as well Jo had been given the job appeared in the March 1985 issue of SHOP TALK. Randy's objection still applies, though--Kurt needn't have read that letter or that issue.

On the matter of Hudnall sending Kurt and myself copies of his June letter; however, I don't believe he did. Kurt denies having received a letter from Hudnall and Hudnall can't remember if he sent one (I called them both Friday). (At first Hudnall said he sent us letters telling us the name of the girl --he'd forgotten who she was now--who'd be taking his place. He said he'd done it 3 years ago. After I told him I meant last June, and yes, I was sure about that he told me he couldn't remember.)

rude
remark
deleted
(rude
to Fred,
not Jim)

Kurt also denies that he merged FANTA'S ZINE with the bulletin to form the C/FO-Magazine, so please refrain from claiming that he did.

MINNASAN:

Allow me to recommend BEHIND THE MAST by Ian Buruma. It's a view of Japanese culture to won't find in the standard books.

I feel like going on a little more about MACRON-1. (To help you decide whether you want to spend your money getting a copy.) The rationale about GO-SHOGUN and SRUNGLE being connected is that Major Chance was accidentally sent to an alternate universe during a teleportation experiment. The hole he went through allowed a nasty-type named Dark Star to slip into our universe with his command ship. He's left his "mighty cyborg, Orn [Orm?]" to carry on his dirty work. Supposedly, two teams have been formed to fight Grip (?) (can't quite hear what they're calling it), Dark Star's organization. The Go-Shogun team with the Macron Base and giant robot Mac-Star are fighting in our universe and in the alternate one Major Chance has managed to form a band of rebels. "Together they are Macron-1!"

On the plus side, they don't pretend nobody gets killed. On the minus side (for me, at least), the heroes go into action to various rock songs. (For example, "Give it Your Best Shot" while they're shooting at some robots.) I'm assuming that that business about Dark Star bringing his command ship means that his 3 main henchmen are not from Earth--or not supposed to be--(Prince Erharn [Bundole] has made reference to "Earthlings") so I haven't figured out why Captain Blade [Kattonalu] has a bad Irish accent, unless he is supposed to be a renegade Earthman. Their scientist is called Dr. Frä z and comes complete with a bad German accent. In practically every episode I've seen so far the Mac-Star team talks with the Beta team (Srungle guys). You've got to give their communications equipment top marks for being able to get from one universe to another. *I'm spelling the names by guess.*

All in all, I had a lot more fun watching JAYCE AND THE WHEELED WARRIORS (even though ~~the~~ the premise for that one is ridiculous, I liked it).

Another recommendation I'd like to make, for those of you who like well-written fantasy (and aren't put off by it being a "juvenile"), is the books by Diana Wynne Jones. I had to pick up most of mine in England (out of print here), but several are still in print and your local library may have some. I just got her HOMEWARD BOUNDERS last week and really enjoyed it. Among other things it manages to tie in the Flying Dutchman, the Wandering Jew, and an unnamed but easily guessed figure from Greek/Roman mythology. Treat yourself!

Ann



RANDALL S. STUKEY



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21 SEPTEMBER 1986

First off, I'd like to apologize for some of my comments in the last issue, it was written in a rush and while I was very angry at certain C/FD-related events and it seems I may have blown a couple of things somewhat out of proportion. My comments on LA-area people and the trouble at San Diego Con made it sound as if the problems were far worse than they apparently were (they were on the level of misunderstandings and pettiness, not organized mayhem as my comments made it sound like) and only a relatively handful of LA C/FDers were involved. My apologies for making it sound like everyone in the LA chapters was involved in the incidents. As far as I know, my statement that Hudnall's letter absolutely refusing the office of secretary only appeared in SHOFTALK is correct, however.

APAS and Fanzines

In a comment to Paul Sudlow in SHOFTALK #63, Fred Patten expressed concern that apas, local chapter fanzines and other non-general C/FD projects would end up spreading the club's creative talent too thin. Fred also said that perhaps he just wants "to see C/FDers conducting their activities through the general club once again, instead of setting them up as personal projects that have to be run around outside of the club because the club will stifle them by Not Doing Anything."

First, I have to defend apas and local fanzines, I don't really see them as draining off any creative talent, instead they are a fine source of material for the general club bulletin, provided the authors of the material can be persuaded to allow its publication in a general club magazine. Normally, I would say that there would be no problem with this, however, the C/FD (or certain of its members) have offended so many of the creative people in this club that it will be hard in some cases to obtain this permission, but chances are that those people who refuse to allow their apa/fanzine material to be reprinted in an official publication of the C/FD would not write anything for the publication even if there were no apas/fanzines around so one can hardly point to this problem and call it draining off creative talent".

Second, I think Fred forgets that the general C/FD has been inactive (for all practical purposes) for the last three years. Members have found other outlets for their creative energies and have absolutely no reason to rally around yet another general C/FD project --- they have been disappointed too many times in the past. Several chapters have started their own newsletters and two of these (that I know of) are better than anything (save the magazine) that the general C/FD has ever put out regularly. I can't speak for the other chapters, but the C/FD-San Antonio Newsletter is going to stay around as long as people are willing to subscribe and contribute to it, even if it should drain off creative talent from the general C/FD. After all, if the general C/FD had had its act together and been putting out a regular newsletter when I joined, I probably would not have pushed for my chapter to start a newsletter as large as our current monthly effort.

Third, many people would rather have a personal project than a general C/FD project and I cannot really blame them --- trying to please the majority of the membership is not enough, you have to either please every single member with everything you do or suffer (often insultingly worded) letters of complaint from those who you do not please. While you do get some of this with a personal project, the people who buy or subscribe to such a project are doing so because they want to, they are not just having it sent to them because they are a member of something, and you therefore get much less of it!

I have no problem with any non-profit fan publication, I don't see them as draining away the club's creative talent, but rather as providing greater diversity and choice. The only items I have a problem with are the published-for-profit scripts and other translations. The usual excuse given is the translator must be paid. Fine, I agree the translator does a lot of work, but so do the authors of articles for the club zine/bulletin/whatever, so do the artists, editors, and printers. Why should not they be paid at the same rate the translators are? Also, having to pay a translator does not explain the limited print runs one of the people involved in this type of publication produces. The sole reason behind this is to produce a collector's item so that the last few copies of each print run can be sold at an outrageous price. While I cannot stop these publishers from doing their thing --- it's a free country after all --- I can and will refuse to support their efforts in any way and can and will continue to search out and provide low-cost fan-style non-profit translations for those who simply want a translation, not a "collector's item" or a fancy package.

NEW BULLETIN

One issue of the new bulletin will appear before the end of the year, even if C/FD Magazine #11 never does appear. So far, we have two very short articles, one normal length article and a good supply of art. It looks, therefore as if most of the creative stuff in this issue will be reprints from the C/FD-San Antonio Newsletter. We can only print what we have available you know.

ELECTIONS

Mini-Bulletin #2 containing the ballots was mailed to all current members as of September 1, 1986 on September 18th. All ballots MUST be recieved by November 8, 1986. PLEASE VOTE.

All I have time for this issue, until next time, all the best!

Handwritten signature: R. Stucky



SHOPTALK/21 Sept 86

"C/FO Great Void"

C/FO RAPID CITY

Patricia A. Munson-Siter
9238 B Lincoln
Ellsworth AFB, SD 57706

Dear Friends:

Oh boy. Another APA trib due! Chie, I must be a masochist or something, this is only the 7th APA I belong to at the moment....

We have about 6 people who regularly come to our meetings; the problem is persuading them to send \$10 in to national...I've got one who will be sending the \$ in just to get the Baycon book; hopefully when the newsletter starts coming out more regularly more will be persuaded to join.

FRED: I wouldn't worry too much about APAs draining away talent. Lots of us APA hacks are willing to let stuff we've printed in APAs appear elsewhere. Those who aren't are usually those who HAVE printed stuff and gotten nasty letters about how they've "misinterpreted" something. And when a lot of APAs have waiting lists of two years or more....that's a lot of talent out there!

Speaking of translations...I wish more people would stop 'getting off' by picking on those people who DO have the courage to print their translations. There are ALWAYS going to be differences in the way different people translate, especially when we start talking about colloquialisms, etc. And transliterations of names, etc. should allow even more leeway. Spellings are going to be affected by the speech patterns/regional accents of the translator, etc. I've seen Jered in Z GUNDAM spelled Jerit, and Ghu knows how many ways Scirocco's name has been spelled. And, yes, there ARE simple typo errors, too...if you'll look at the article I did on GATCHAMAN in the C/FO San Antonio N/L, you'll note that somehow a "s" crept in where it shouldn't, making the very definitely masculine Dr. Rafael a "she" rather than a "he". Is it any wonder some of our translators have given up letting their translating efforts be published in C/FO-wide journals when everyone in the world - especially those who won't let their efforts be published, or be bothered with even WRITING such articles - start frothing at the mouth about 'mistakes' in their translation? And I salute those brave enough to go ahead and let their efforts be published for their courage!

Sigh All for my first trib, I think. I've probably already ruffled a few feathers with this one, without starting to go on about the advantages and disadvantages of a centralized vs. decentralized organization. Maybe next issue?

Light Landings:

Pat Munson-Siter
Chapter Rep, Great Void



D. Brumhall
PO Box 7654
Fresno, CA 93747

Stephak &
Fred Patten

Fred & ST.

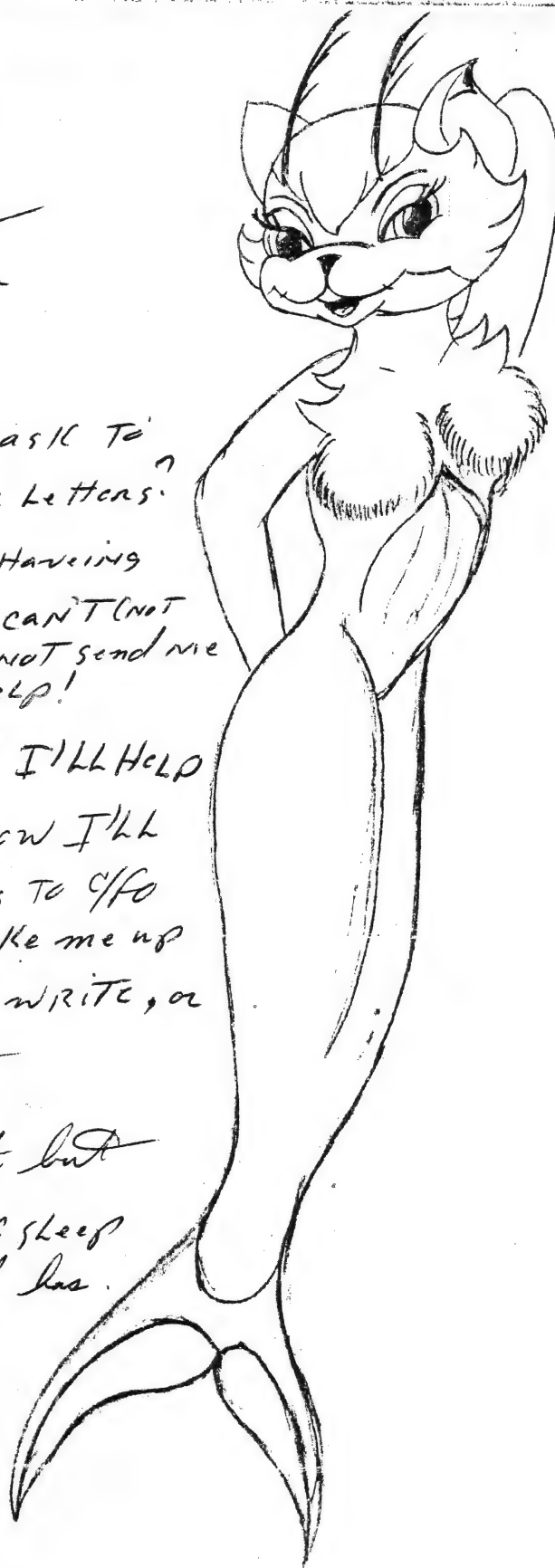
WHY WASN'T I ASK TO
HELP C/O answer letters?
Since Randall is Having
Troubles and you CAN'T (NOT
all of them) WHY NOT send me
Some and I'll Help!

AS you Know Fred I'll Help
if asked and now I'll
offer my services to C/O
if you wish to take me up
on it just write, or
send the letter.

(sorry This is late but
driving on 4 Hrs of sleep
then going to work has
about wrecked me)

So till later

Denny
Brumhall



887 39 Ave.
San Francisco, Ca. 94121
Sept. 22, 1986

SHOPTALK
11863 West Jefferson Blvd. #1
Culver City, Ca. 90230

Dear All,

This letter may be a little shorter than usual this month. I have a few deadlines to catch up on...

ALL; PARTICULARLY FANS OF FANTASY ROLE-PLAYING GAMES: The Hero System Bestiary, the first supplement to all the games in the Hero Games line (the creators of Champions) is now out. This guide to animal encounters covers animals of reality, prehistory, myth and B-horror-moviedom, including a system for developing animal companions and mascots. A GM who's wanted to include a few lions and tigers and bears...or unicorns and dragons...or triffids, the Blob or Godzilla...now has guidelines to do so. I'd give it an unqualified recommendation if I didn't realize I was prejudiced...

I wrote it...

FRED PATTEN: The Hayward chapter report is a little longer than usual. This is because the business meeting actually covered a lot of business; and the reports, for this reason, might be longer from now on.

DENNIS BRIMHALL: I should answer your last letter personally long before you read this. (Another rash promise, I know.) I missed your art this time, and hope it's back in #64.

RANDALL S. STUKEY: I just got the new election ballot today. In addition to sending it back, I also hope to get back to you with my solution to Robert Gibson's Fun And Games Maze. It wasn't too hard when I realized it was a logical puzzle...

FRED CAIN: I also hope to get back to you this week or the beginning of next week. In case I don't... I'm glad you like my little efforts at fan fiction. Now could you please finish that complete UY story of yours that you've been telling me and Steve McIntosh about so I can see it? And about our little discussion of your merchandising your own ideas...of course, I meant your own original characters. Have you considered making a "cottage industry" out of it...having yourself and a few friends do all the work of making "limited editions" of merchandising items? It's one way to maintain creative control, and not to go broke on limited demand.

STEVE MCINTOSH: Yes, I hope to write you eventually again, too; but thanks to the kind offices of Fred Cain, I've noticed that you're a SHOPTALK subscriber, and I can't resist the opportunity (especially with my schedule and record of delayed letter writing). I'm still very much interested in any Urusei Yatsura special interest group. One of my goals at the present time is to work out as complete a guide as possible to which TV episodes were based on which manga stories. With my limited sources of information, I've only managed to "match" approximately 44 episodes so far. A more complete list would be a great help to me in deciding which episodes I'd like to have the most... As for my efforts to convert Urusei Yatsura to FRPG, I've made a beginning with tentative stats for 28 of the cast, plus seven one-shot characters (six of them from the movies).

FRED PATTEN AGAIN: I'll have that cover art to you by next week. I wanted to send it with this letter, but if I waited the one or two days more I'd need to finish it, I'd miss the SHOPTALK deadline. When that's done, I'll get in touch with Mark Keller and start work on the Hayward chapter history.

Sincerely,

Michael Susto

Edward A. Sevcik W1108 Jester Ctr Halls, Austin, Tx. 78705

Sept 23, 1986:

yeah, I didn't bother to correct
the typos. So sue me.

Dear Shoptalk,

This is being written in a tremendous hurry at the last minute because my folks got ST# 63 at my old address and sent it to me 18th class with a bunch of books and it took FOREVER AND A DAY to get here. The chances are that this will arrive at Fred's house one day after he goes down to get everything else printed, but such is the way things in this world go.

Allright, well, the main topic of issue 63 was the apparently imminent dissolution of the C/FO. All I can say is, Big Deal! The C/FO never did anything for me! Nobody out in California ever helped me get started in animation, and there is no reason why they should. If I were to get a letter of introduction from some bozo a thousand miles away when I had a big, active chapter right there at my front door I'd probably only give it passing interest. What I guess I really mean is that what I've heard so far leads me to believe that the general C/FO is little more than an information service for people who are either not very interested in getting involved or live so far from a chapter that they're out of contact. For at least the year and a half that I have been participating in this disorganization the C/FO has emphatically NOT been fulfilling this dubious mission, I'm not sure there's any real reason that it should, and I don't see any real harm that would come of its going into indefinite remission.

David Doering; Your letter is informative and extremely well-written, but my personal suspicion is that the status the C/FO had years ago was due mainly to its being an extremely centralized organization run by people who all knew each other and worked out of Southern Claifornia. It's not that anymore. California is not producing another lot of take-charge people who want to run the club. See Randy's comments in 63, as I'm sure you all did.

Okay, so who is running the club? A couple of guys in San Antonio, who seem to be doing it more out of desperation and as a labor of love than anything else. I have heard differing reports on just exactly how sick they are getting of this thankless task, but we all agree that they can't keep doing it forever. What happens then, I ask myself.

Let's theorize for just a minute here. Say that, horror of horrors, Randall Stukey actually does put the C/FO things in a box at the end of this year and mail it to the head office where no one will do anything with it. We are left

with some elected officials, some of whom ran unopposed or were appointed after the fact, a constitution/bylaws that is longer than the devil and boring as same and which, moreover, almost nobody is going to read, and a bunch of local chapters which are (let's face facts here, folks) far more interested in compiling huge libraries than they are in putting out magazines or anything else.

Okay, then what happens? The members who aren't that active and/or live in Argentina or someplace equally remote lose contact and drop off the edge of the C/FO world. I'm crying, I tell you. That isn't a slight to people like Fred Cain who live where there isn't an enormous amount of C/FO activity; if they haven't lost contact by now, they probably aren't going to. Then the C/FO loses what David Doering calls its reputation. I can see his point. It would, in many ways, be nice to belong to an organization that carried some weight with producers or lawmakers or studios. But I'm wondering if perhaps in the long run it might not be better if that didn't happen. A national organization with clout has a life of its own. Its members become a constituency and folks start trying to influence them. The people who run it spend more and more of their time putting out big fancy magazines and scraping up the money for them, and organizing big projects and 'thons and letter writing campaigns and all the rest of that garbage. I'm not interested in that, and no, I don't think the club should be that way even if it's not my personal cup of tea, and yes, I can get Japanimation without associating myself with something like that.

I've got nothing against newsletters and projects and cons and such things. I enjoy them. I would enjoy working on them, assuming I were working with friends who I could talk to, instead of people across the country who forget to answer letters and believe rumors about me that I'm in no position to repudiate. This politico bullshit is something I can live without.

I've got one last truck with a general C/FO and that is its membership. I may be socially shooting myself in the foot by saying this, but I think that if people aren't going to take the time to learn something about what they are watching and be active at the local level, then I am not interested in having them in the club. Big membership drives bring in three classes of people; The first is the group who become really seriously interested in it and participate. The second is the group that is only a little interested and is never going to do very much. You spend hours explaining things to them and then they walk away and you never see them again. It may be just a character flaw, but when I go to an organization meeting to find out what it is like I know whether I am really interested or not right off the bat.

The third group is the thirteen-year old kids. The C/FO is run by and for a bunch of people who are college age or older and it is not equipped to handle the needs of children. Every meeting I have been to where there were kids I felt uncomfortable, because all they did was stare at the screen in an incredibly bored way and ask when we were going to show Robotech. Then when their parents came by and something raunchy was on I felt uneasy again. (This is one reason I dislike the notion of having meetings at restaurants. What you wind up doing is explaining things over and over again for hours on end instead of watching what you came there to watch, and sometimes you don't get to watch what you want to watch because what you want to watch has got tits and ass in it.)

Allright, there's my beef. I think that the primary activity of the C/FO should be at the chapter level, and that it always will be at the chapter level anyway, so why pretend that we are anything but a small group of people with odd tastes who like to get together and watch shows and rap?

Dennis Brimhall: Oh, come on, Dennis, you can do better than that! A real woman has six tits, not two wimpy goofballs. It's obvious that you have never experienced the joys of true love. Ever sucked udder?

Fred Cain: As it just so happens, Curls from B.C. does happen to be one of my favorite newspaper cartoon characters. Unfortunately, the strip has gone to hell in the last year or so, Curls doesn't appear, and all Jonny Hart can do is make stupid jokes about baseball.

さよなら

on-the-edge Ed

P.S. Fred...

Paul Sudlow
SPO
Sewanee, TN 37373

ShopTalk
11863 West Jefferson Blvd. #1
Culver City, CA 90230

Dear Everybody,

Well, after the flurry of getting back into the ol' university swing and now that Rush is dead and buried (but not entirely unsuccessful, I'm happy to report), I'm glad to have some time free to devote to our favorite hobby. I made it to Worldcon, although only for two days. I finally got to meet some of the people behind the letters, and I must say it was nice to have face to face conversations with ya'll.

FRED PATTEN: I wasn't aware that there was a way to produce an APA through official channels, or what the benefits of doing so would be. I have about decided to go on with the Anime/Manga APA if I get at least three other people who can trib (hopefully illustrated) stories consistently (tho not too often), or five or six who can rotate. I know that the talent and drive is out there.

Could you explain what Fanta's Zine is? I'm only a new member, after all. My biggest qualm against opening up or reopening an official publication is that if it turns out that I can't handle it, I have a whole club P.O.ed at me (and don't try and tell me people in this club *don't* get P.O.ed), instead of the relatively few people in an APA. You must realize that I'm cutting my teeth on this, and am trying to be careful about what I take on. So far, running a chapter, putting together a newsletter (and the art for said newsletter) every month, working on a *Dirty Pair* synopsis for the Anime Guide, *and* doing some writing on the side is managable, and enjoyable (or at least rewarding). If I can handle an APA too, then I'll move on (I've actually caught myself feeling guilty about not running for an office, and I have to beat myself over the head until the feeling goes away). Anyway, what are the merits of an official APA as opposed to an unofficial one? As far as I can see, they both get the same promotion. Does an official APA draw from C/FO funds? If so, then everybody gets a copy. Does everyone want to spend their money on a SIG APA? Etc. etc.

MICHAEL SUSKO: Glad you liked the APA idea. You mentioned some plot ideas in unfinished forms. I too have scraps of good ideas laying around, and am hoping this will drive me to develop them. I am also very much hoping that we are not the only two people in the club suffering from this malady.

Flipping through this issue of ST, you might notice a new face in the Sewanee newsletter. That's Miakyo. She sort of wandered into the room one day when I was practicing my anime characters, and asked for a job. Well, one thing led to another, and now she's doing for us what Phil and Dixie once did for **Dragon Magazine** (ahh, the good old days). Needless to say, add another name to the wedding list (she threatens to hire the *Dirty Pair* to see what the hold up is on the wedding album if you don't. You don't want them snooping around, do you? Can your city afford it?).

ANYBODY: As some of you probably know, I'm helping out with the C/FO Anime Guide, and am currently working on a season synopsis for the *Dirty Pair*. Things are progressing, but if anyone has information on such things as EP names and "guest character" names, I would be eternally in your debt if you would pass them on to me. Pleaseohpleaseohplease.

C/FO SANTA MONICA: I do like your EP synopses; they're usually very complete and quite accurate. But... Rapunzel?

JASON SAYLOR: Yep, I can identify with you completely. Us fledgling chapters have to stick together! Especially us brand new fledgling chapters. I often wonder if the whole thing is worth it; harping on people to come to the meetings, pay the dues, spread the word, etc., but usually not for long. Something about this hobby and the people who share it always makes it worth it to me.

Well, on that note I guess it's time to bugger off to lunch. If anyone has even the remotest of interest in an Anime/Magna APA, get in touch. Anyone else, feel free to write anyway. My SPO box gets so lonely sometimes.

Mata ato de!

A handwritten signature in dark ink, appearing to read "Jason Saylor", written in a cursive style.

Lloyd Bachmann
2065 E. Bard Rd.
Oxnard, CA. 93033
September 26, '86

Dear Shoptalk Readers,

It was with great anger not to mention some concern that I read Randall Stukey's remarks about the members of the Los Angeles area. After reading his comments I decided to discover the truth of the matter. I called the person who withdrew her candidacy for Vice President. She told me that Mr. Stukey misunderstood her when she told him her reasons for dropping her bid for office. Apparently Mr. Stukey's remarks are nothing more than results of that misunderstanding and have no basis in fact.

To Randall Stukey: Spreading rumors, especially vicious ones like this, will bring only hatred, anger, resentment, and misunderstandings to the club. Nobody needs or wants these sort of things. In my opinion, you owe the people in the Los Angeles area an apology. I hope that you will make one soon.

There is one more thing that I feel should be said. You apparently misunderstood our reasons for identifying a problem that we had with people duping at our monthly meetings and the solution that we came up with. We told everyone about it so that chapters that are having similar problems with duping, or might have in the future, can see what someone else did about it and how effective they were. In no way was this meant to be a motion to change national policy. If you want a clearer picture of what I am trying to tell you, then read Fred Patten's comments to Mike Susko in the August issue of Shoptalk. Fred stated better in that paragraph our purpose in doing this than I can here in this letter.

I hope that this letter has cleared the air concerning Randall Stukey's comments that appeared in issue No. 63. If anyone wants to contact me about this letter, please feel free to do so. Write to me at the address that appears in the upper right-hand corner of this page.

Sincerely,

Lloyd M. Bachmann Jr.

Lloyd M. Bachmann, Jr.

Dave Doering
Provo, Utah

Have Doering
26 Sept 76

Greetings! CFO Provo is on the air as we cover this month's activities and assorted commentaries.

Re: Club Elections I received my ballot in the mail, a real good sign. A question mark tho with the lack of candidates for the office of VP and secretary. (I am not surprised, considering that the ballot represents only the second mailing to CFO members in months.) I hope the optimistic tone that Randy Stuckey takes in the ballot holds true for the club. I still see keen interest in anime, having been to WorldCon and several cons in other cities. The thirst is just explosive for Japanimation.

I have written to Paul Sudlow, our partner on the CFO Guide to Japanimation project, to see if we may have to put on hold this task to make sure the national group survives. I, for one, would be willing to serve as VP or whatever, anything to keep the club alive, keep the ball rolling and get on with our most important task: to preach the gospel of Japanimation!

Randall Stuckey: I understand very well the frustration you express over having to do so much work and called on now to do even more. I can't blame you for drawing a line on just how much that is.

Fred Patten: In regards my lack of the / in C/FO, I'm just lazy. The readers of Shoptalk are getting the idea. (For the same reason I don't call it the C/FO Shoptalk. Just saves time, no disrespect intended.)

Re: GUIDE TO JAPANIMATION As mentioned above, we may postpone this until we can settle the national organization's difficulties.

Otherwise, things are shaping up real well. I met with Paul of Sewanee at WorldCon. A charming fellow, for any of you who may get up that way, who is very eager to work. He will be gathering info as well as I, so expect a letter or two in the future in regards to this.

I met with the NY people who are also doing a guide to anime. Their's would be a somewhat abbreviated version of our own, offering good background but no synopsis.

It may be that we will offer only synopsis, and let NY supply the other essentials. No reason to duplicate effort, if we don't have to.

Legal Notes

I believe we have adequately covered the issues with regard to copyright. Fred Patten's item in last Shoptalk goes right in line with our comments here. (Though it should be said that the libraries sided on caution. The definition of family group is not a legal but a policy decision that won't affect the CFO's operations.)

I noticed a mention of banning all taping at LA meets. If so, that's a reasonable policy to keep things under control.

In the future I will go over some of the issues involved in the "To Incorporate or Not?" controversy, which was mentioned in the ballot. Ann Nichols once announced that incorporation would involve too much paperwork to be worthwhile. Let's consider that.

Legal Beagle -- No questions this month! I guess all of you are full of copyright now. I'll answer any inquiries here, just drop me a line. Provo's 4th & 5th meets had 7 and 10 in attendance.

From Revell Walker, CFO Rising Sun

Hi Shop Talkers, it's everyone's favorite controversey-maker, Revell! I didn't think my comments in my editorial about changing the club name would cause so much debate. The response has been without malice (so far), and the points made by Fred Patten, Robert Gibson, and Randall Stucky do have merit. The best one, though, is Fred Cain's idea of the Comprehensive/ Fantasy Organization. It takes the "kiddie conotation out," and still leaves you with "CFO"!

On Daicon: I'm sure much will be said about this event, which must have surprised the heck out of its organizers with all those "gaijin" running about the place. they seemed unprepared for the foriegners (us) who turned up, but they bounced back magnificently. As for the Japanimation 86' tour group, it was really good to meet everyone, Robin Schindler deserves many kudoes for that tour. Also, a thousand pardons to those of you who found my maps slightly inaccurate. Most of the information was gotten straight from the pages of anime and hobby magazines, from informants who live in the Tokyo area, and from my own personal travels. It wasn't easy, so I'll not sit still for criticism about not detailing which subway exit you should leave from to get where you want to go. Thats what God gave you a mouth and a brain for. My aim was to at least get you in the ball park to find your shops, pin-pointing was up to you. Believe me, you could have easily wound up looking all over for these places on your own without this info, and it would have been HARDER!

Robert Gibson: If the Space Shuttle kit your friend has is the new 1/72nd scale Monogram kit with the boosters, tell him he's got a deal!

Fred Cain, Mike Susko Jr.: Well, how do you like your Ramroid books, fellas? O.K., Fred, If you can hold on just a bit, I'll have an entire CATALOG in print in ST for you and other modelers out there. The Lark Hobby Shop catalog was the best I found during my travels to Daicon 5. They were also the keepers of a very exciting selection of anime garage and SF garage kits. For example, they had a kit of the Sky Diver from UFO; big model, big price: ¥20000!

Randall Stuckey: Re: ST comments about mistreatment by CFOers: AMEN! I agree with you on this subject. There are times when folks have been put off joining the CFO because someone has no couth. But don't damn the entire LA area.

Gardena, Santa Monica, and Orange would definitely take offence to that charge. Blame it on Studio A's L.A. Chapter, where most of these folks seem to come from. I know, I've been there, and my last visit of June 22nd confirms it. Out of that bunch, there are only a few who have their head on straight. So, like Randall says, you lot had better get your act together.

On a related matter, I would like to ask other chapters who would like first-run anime in trade for GOOD video tapes of old programs like Orguss, to please get in contact with us. I can no longer depend on the L.A. Chapter.

Fred Patten: Some ST issues back, I ran across a letter that came from some person in England, and seemed very upset with our organization. It stated that the person in question hadn't gotten anything since sending the money. What ever happened to that person's case, and if nothing has been done, lets do something about it NOW, can't we? On the "international" aspects of membership in the CFO, I wonder if anyone realizes that if you trade tapes with someone in England or Germany, you'd be in for a disappointment? We are able to trade tapes with Japanese penpals because we are both on what is called NTSC standard. But, in Western Europe, they have the PAL standard. NTSC tapes won't play back on a PAL VCR, and vice versa. Like Eastern European Anime? well, they've something called SECAM.

Dave Doering: " Incisive ".....I had to go look that up to see what it meant.

Richard Reichman: RETURN ALL TAPES (INCLUDING DRAGON BALL VOL.1) ASAP.

Well, that seems to be all I have to say this month. But again, it was really nice to see and talk with all of you who went to Daicon and Tokyo, and glad our chapter could be of service.

Yours In Anime,



Revell

For: C/FO SHOPTALK #.64

From: Fred Lee Cain, C/FO-Topeka

515 Lincoln, Topeka Kansas 66606

September 19, 1986



(To Whom it may concern...)

Following my last letter to the SHOPTALK, I now have laryngitis of the typewriter... (Don't laugh! The X-rays would make strong men blanch)-!!

Actually, I don't have too much to write this time. I did want to cover just a few things; and if anybody thinks they're good ideas or bad ideas, -don't just 'think' about it (my telepathy's on the blink again)! Write, and let us all know!..

So, without further ado- :

Revell Walker- Revell! Thanks a lot; -I'll write more later, I just wanted you folks to know that I got your folder of the booklets of the Musasiya-girls: (Ramroid II & Co. and Star Front Gall Force/Neko Mimi), I enjoyed it all very much! Thanks again.. will write later when I'm not so pressed for time. Also, If I may-? For any who are interested in ordering anime'/manga-/hobby material; here is the address you gave for the 'Lark' hobby-store.. PO Box 40 Musashino Post Office Tokyo, 180 Japan.

Domo-Arigato!---

Mike Susko Jr.- Mike! At present, I'm enormously pressed for time; however; next month (October), I'll try to write as regarding to your ideas for a "round-robin" club-/fan-fiction project! I think you'll really enjoy the stuff Revell found; --Ahh- until I saw K. Sonoda's 'Beautiful' artwork; I thought I was an 'artist'---! But God!! That almost "photographic" precision of depth, perspective and detail in minute treatment of mecha',...weapons,...gear,...props,...vehicles,...costuming... easily comparable to the 'best' of such American 'masters' as: Wally Wood, Hal Foster, Frank Tisley -while retaining the almost elf-like beauty of Japanese anime'/manga!! Here I spent 'years' all the while concentrating on faces..weapons..naked girls.. and then when I saw Sonada's fantastic artwork, I think I not only turned green from envy; but because I saw how much I still had to improve! --I

felt slightly 'ill' wondering how long it'd take me to develop 'that' degree of skill?! (When I looked in the mirror, my face'd turned the color of Lum-Chan's hair)!! -Maybe my effort to help my art via hypnotic 'tracing' visual image-generation will help some; but I don't know how long it'll take to reach that level of skill; so I better start practicing 'conventional' means for the time being; untill then---

:(Oh- Revell?.. Would you forward my compliments to Mr. Sonada? I really like his work.. I hope someday I can do as good!)

Randall S. Stukey- Randall. As regarding all the work your chapter has been doing; I just wanted to write regarding your concern over the so-far vacant position of a Club Secretary.. I think that you; Fred Patten; and Barbra Edmunds have done a truly creditable job; -speaking for myself, I (politely and respectfully) disagree with your fear that the Club is doomed to fold up!.. Quite the contrary; the new, rising surge of interest and inquiry of outsiders in the Club, points to me of the indications that we are finally coming out of the "trial period" of club-"growing pains" that mark the transition from a minor fan-association, to the 'established' status of a major recognized 'source' of fandom! Now... as you said, no one should take an office if they have no intention of giving it their best.. and for anyone who wants to volunteer for office -any office; for any reason- (a.) they should have their head examined.. and (b.) a prime requirement should be that they be a masochist... Personal honesty -as well as a lack of knowledge of what I should do 'with' information I get (vi-a-vis where to 'send' it/-being slow at writing/having a very 'limited funds (for postage); all combine to make me believe that I could not be a very satisfactory Secretary... however, if there is any way I can help.. -any way that anybody thinks I would be capable of helping -that I'm not yet doing!... If they will make it known to me; I will see if I can do it.. I got the Club election ballot this week; -I would like to suggest that if no individual person can handle the job; that a Secretarial Committee be formed -with a Chairman assigned to oversee and co-ordinate the progress of the others (a checklist-form that would be easy to fill out; -and with a phone number, where that member could be readily gotten ahold of for progress-reports, would be a

simple and quick, easy-to-do means of rapidly and cheaply getting necessary info transferred and co-ordinated.) I cannot do such a job by myself... I wouldn't even know what to do with the info I got! (A committee could 'organize' division of work)..

But- if someone would "brief" me on all duties; -I would be willing to 'help' as part of a group--- it might be kind of fun-- getting mail.. (ohhh- me!... "-and as my Great-Uncle Letivick said before they pulled the trap-door on him: "even a fish wouldn't get caught if it kept its mouth shut")!!

At any rate, I think the rising tide of fame of the C/FO, as a knowledgeable and reputable clearing-house of information on Japan -ese animation (and animation in general); and what the Club has been able to do for the 'image' of animation. Together with a new and increasingly considerable member-interest and participation; means that the C/FO is far from disinterested or "fading-on-the-vine". To All Members!!!- As for the rest of you!-- I'm no mind reader; --but as long as I'm alive; -and you have my mailing address- There'll 'Always' be a C/FO !!-

To continue on with what little I have for this letter;

- a. Although I've as yet, seen neither the series or movie- in comparing Comico's adaptation of the Robotech-series with the 'stills' from the show that I've seen; I think their quality is definitely showing a positive improvement (if it can make you a fan of a series you've never seen in animation, it can't be all bad!...(I thought the infiltration of Zentraedi-spies Bron, Rico, and Konda into the SDF-1 was hilarious!!) Also- I felt ROBOTECH -The Graphic Novel; provided 'excellent' background filler on much of the plot elements. For any who haven't read it yet; I recommend it! -The artwork isn't 'pure' Japanime -but it's very good, and very close to it..
- b. I haven't had a chance to see the Transformers movie yet either-- however, I have seen the Marvel comic treatment of it; -and I think it 'stinks'! Although I've never bought any issues, I've looked at enough of Marvel's "Americanized" adaptation to know that some of their art has been fairly good.... -but this wasn't in that class. I'd like to 'string a fiddle' with the guy muddling up the colors!.. I'm sending Marvel a letter of my opinion of their treatment of the

Transformers-series. Wish me luck.. As I'm telling them: I'd 'like' a book-treatment of the movie... but not the kind they're doing!..

c. Dennis Brimhall- Den! Just wanted to remember to mention- re: Fe-lynn's appearance in last issue?! -I think she's cute! I hope we can see a story with her featured in it sometime... Fred.

d. C/FO-Santa Monica- My gratitude for the excellent summary of Robotech -The Movie; and the continuing series of Orguss! It adds greatly both to the enjoyment and understanding of the shows -as well as making clear the differences between Macross -the series and Macross -the movie. Making both enjoyable for -rather than despite- differences in plot-format. My compliments to the person(s?) doing the work! I'm fast becoming an avid fan of both series!.. (I think little Mhoohm is precious.. -at the very least; she's certainly 'something else' -like that time when she got bashful at a compliment from Kai..spilled a cup of tea on his trousers..and then (despite his protests) -with robotic single-mindedness- was 'determined' to take his trousers and clean them for him... Right then and there!!- (And succeeded)! Yeeesh-! A pre-adolescent, plastic, female 'Dennis the Meanace' -with a galloping case of "puppy-love" -!!...

e. C/FO San Antonio- the same praise for your vast, diverse and entertaining blend of contributed commentary, observation, information, and humor. There's more I'd like to praise than I have time or space for, so consider this a gold star for all who've participated in the chapter Newsletter!

f. Oh- one last thing!... Regarding the election; I would briefly like to urge and request all members to Vote! -And in doing so; to vote 'Yes' on approval of the C/FO-bylaws.. I think they seem very reasonable.. Also- (for this, I can't find or recall the source I read it in; so if there is any error- it's that of my memory!.. I'm not blaming anyone. I'm merely concerned & if need be, willing to help (if possible).. I read -somewhere- that due to an accidental mix-up as to who was to be Secretary, some new applications for membership were (unintentionally-) misplaced.. I merely hope that it can be (or has been) worked out for those

people who accidentally got misplaced in the shuffle!... I don't know 'how' I could help -but if I can; you need only ask. As I said; this isn't any effort to fix blame; -such confusion is merely inevitable in any organization ..especially during a time of growth and re-organization. I just didn't want any folks wondering: "Gee-! I wonder why I haven't heard anything?!" -They're my only concern. I was just uncertain and didn't know whether this merely meant a delay or not. (It's kind of frustrating, when you 'want' to help; and don't know how).

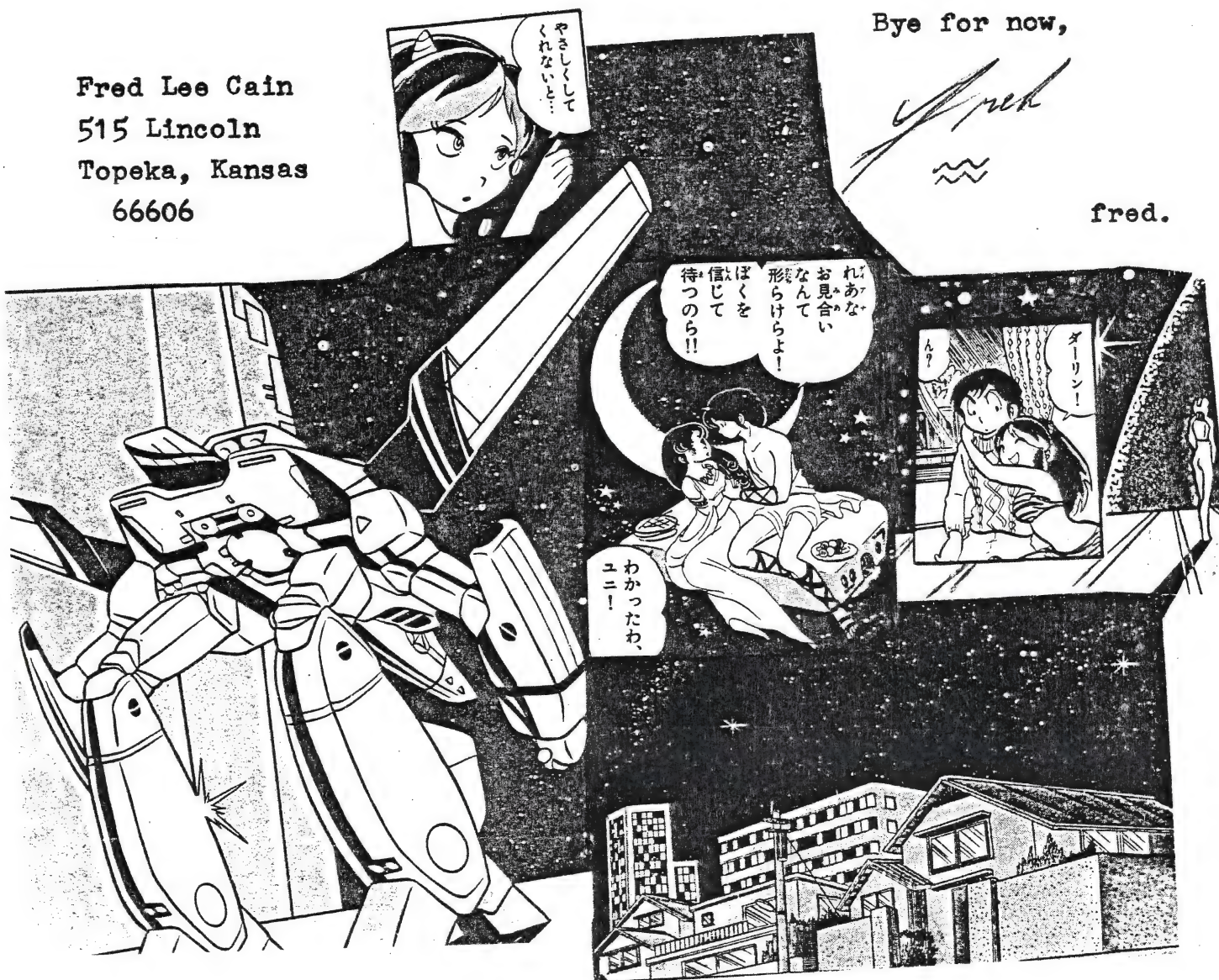
And that's it! (Hmm! Five pages... $4\frac{1}{2}$ really...! More than I thought. But I hope none of it a waste or a bore..)

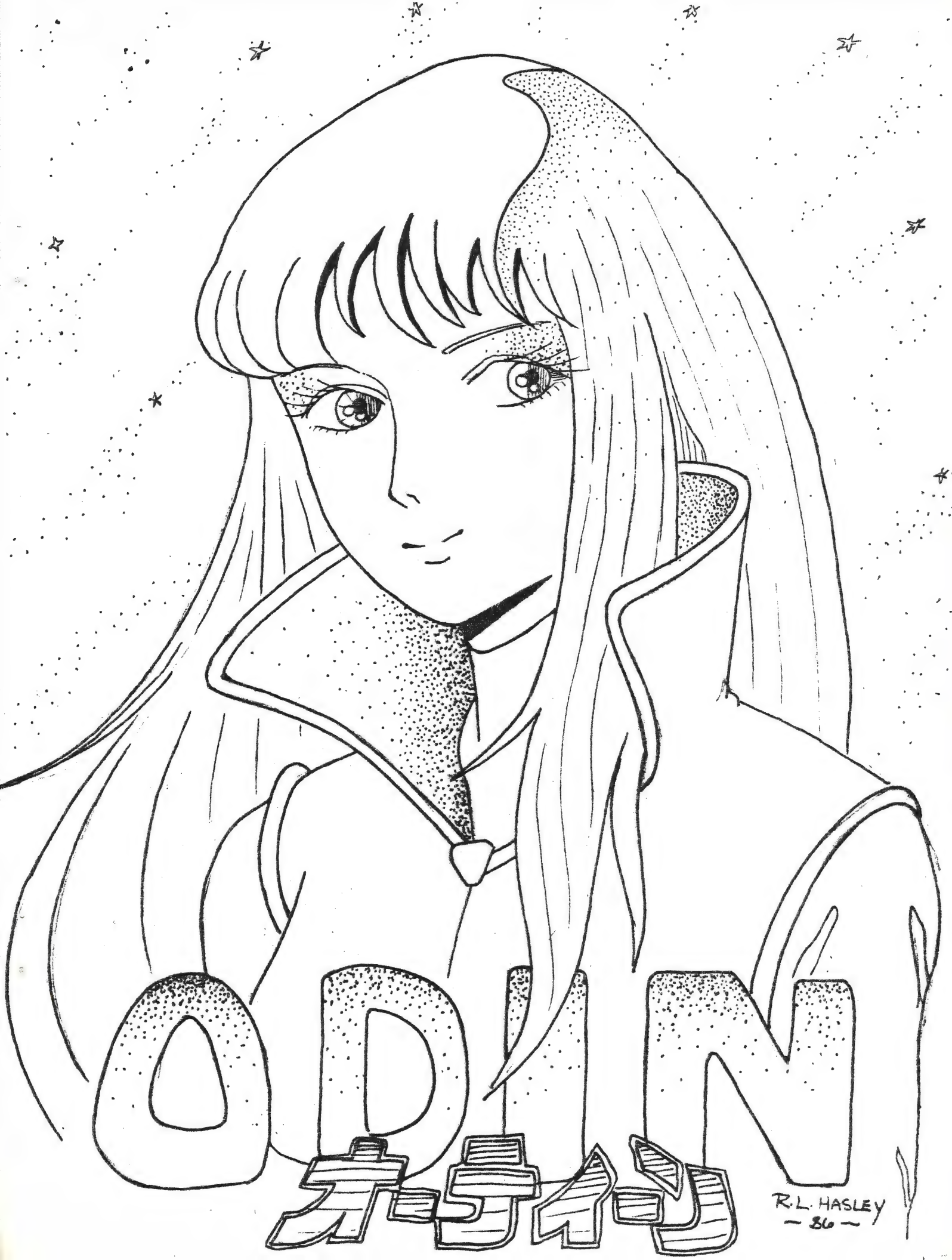
Best wishes everyone-

Bye for now,

Fred Lee Cain
515 Lincoln
Topeka, Kansas
66606

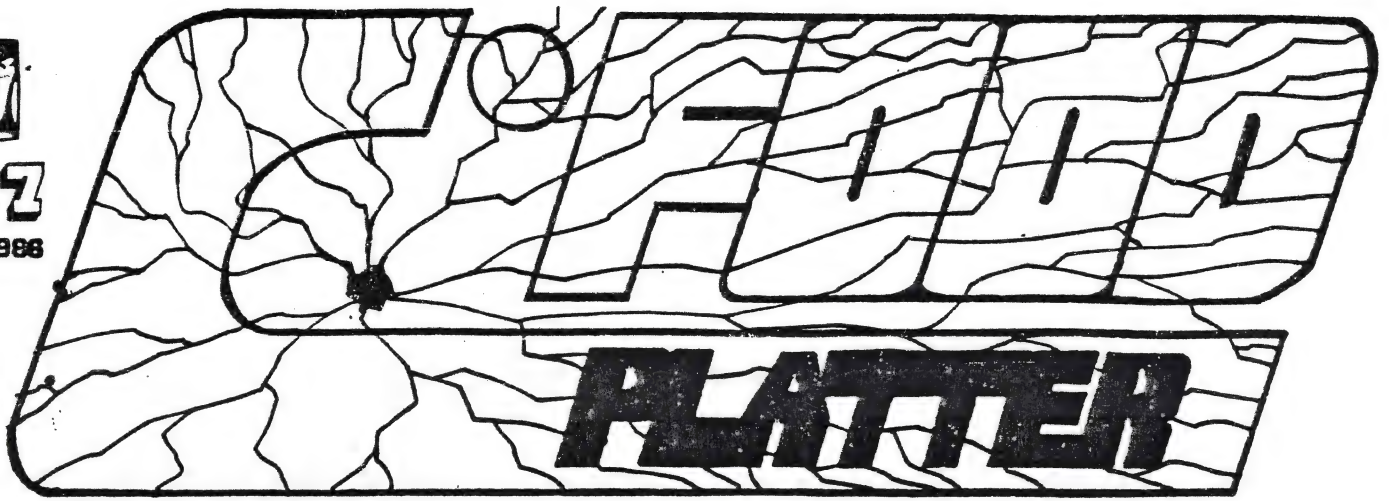
fred.








NO. 7
JULY 1988



THE OFFICIAL NEWSLETTER OF C/FO DENVER



HAVE KEI AND YURI
ARRIVED IN TIME TO
SAVE DENVER FROM

HARMAGEDON?

RULES, REGULATIONS, AND ALL THAT STUFF

COURTESY

- A) Please keep talking to a minimum while the shows are running. Keep your voice low at all times (for the time being our meeting place is free. Let's don't spoil it.) If you aren't interested in what is showing, feel free to use the adjoining room for conversation.
- B) No smoking in the viewing room. The adjoining room may be used for this.
- C) Sometimes one of our members may know what is going on in the show which is running. If they should try to explain, please do not interrupt. Keep in mind that they are probably telling all they know. When we can we will have synopses in the newsletter of the current shows.

VCR'S

- A) VCR set up starts at 2:30. Please check with Scott Frazier as he is in charge of this. If you come in during a show, you must wait until between shows to hook into the system. The people who get there first will be first in line (unless they decide otherwise). There will be opportunities to catch things which you have missed.
- B) You must supply your own tapes and cables (and an extension cord if possible). Please keep track of or label what you brought in. CFOOD will not be held responsible for any loss or damages.
- C) Be sure the tapes you take are yours or you have the owner's permission.
- D) If you have any questions, call Scott at the number listed.

DINNER

- A) Eating out - There are a number of restaurants nearby, mostly on Colorado Boulevard, where you can eat for a fairly reasonable price.
- B) Ordering out - There are pizza places nearby which deliver. Just keep track of whose pizza is whose.
- C) Michael does not live in pig style. Please be considerate of this and clean up after yourselves.

BORROWING TAPES

- A) Such things are not unheard of but will be if the rules are not followed. Please get permission before borrowing a tape.
- B) Michael has a notebook in his room for keeping track of loaned tapes. Please make sure your tape is signed out.
- C) If you borrow a tape and want to loan it to someone else, make sure the owner is aware of the transaction.
- D) The borrower of the tape will be held responsible for its care.

ART REQUIREMENTS

- A) All we require is a loan of the original or a good copy of it.
- B) Full page or cover submissions should be no smaller than 8 1/2 by 11, but we prefer larger (reductions are easy but enlargements are difficult).
- C) For covers, the CFOOD Platter logo should not be a part of the piece, but rather put on separately. We can do this, but if you want to do it yourself, let us know and we will get you a copy of the logo. Feel free to design your own if it will fit the picture better.
- D) Please try to get the picture to us at least 2 weeks in advance so we will have plenty of time to incorporate it.
- E) We need covers (front and back), interior illustrations and comic strips (both serious and funny).

ENJOY YOURSELF BUT NOT AT OUR EXPENSE

And there came a day, a day like any other when C/FO Denver's silliest artists and writers united against C/FO San Antonio. On that day the CFOOD Platter was born - to entertain foes no single artist or writer could withstand: the C/FO National. Though the months their roster has prospered (?), changing many times, but their silliness has never been denied. Heed the call, smell the flowers, squeeze the Charmin, then as is now: the CFOOD Platter Assemble! Sara Lee presents: another issue of the silliest newsletter destined to make Randall Stukey laugh if it kill us!

THE CFOOD PLATTER

Know Your CFOOD Staff

(So you will know how to spell their names correctly on the commitment papers)

President.....Michael Lee Burgess
Vice President.....Barb Edmunds
Representative.....John Cook
Librarian/Archivist.....Ed Connell
Assistant to the Entire Chapter.....Scott Frazier
Everyone Else.....Cast of Thousands

Where to Go/Who to See:

Meetings are held on the second Saturday of each month from 3P.M. to 12A.M. and later. They are for the most part free and open to all with a genuine interest in animation (or the study of the Insane). For the time being, they are held at Michael's place on the Northwest corner of Iliff and University (about a mile South of I-25 and University)(Buzz apartment #1 and come down). This also serves as a drop place for artwork, tapes, pretty women, and what-have-you. For more information contact Michael (722-2108) or Scott (699-7657). John can be reached through either of them.

For out of town, comment, text, art submission or terrorist threats, write:

CFOOD c/o John Cook
7161 S. Newport Ct.
Englewood, CO 80112

Other chapters wishing to receive CFOOD Platter should send a copy of their newsletter/bulletin and we will trade.

Special Thanks to:

Rich Arnold for this month's cover and the CFOOD Capers
Toren Smith and the Baycon Animation Book for the Golgo 13 and
Affair of Nolandia synopses (we had to butcher them)
Robert Gibson for getting the Baycon books in the first place
Ed Connell for his Zeta Gundam synopsis
C/FO Santa Monica for the Harmagedon synopsis we "borrowed"

CFOOD Platter is a monthly publication for the benefit of the Cartoon/Fantasy Organization of Denver. This issue (#7 July 1986) is a product of ESAD publications - a subsidiary of FOAD multinational, and is brought to you by the twisted minds of your CFOOD staff. Any similarities between persons or things, real or animated, is purely intentional. All rights to the artwork, articles, anime characters, and such are returned to the respective studios or persons responsible. No copyright infringement is intended (but alot of fun and silliness is). Permission to photocopy portions of this newsletter is granted so long as proper credit is given. All mistakes we found this issue were mailed to C/FO San Antonio, but if any are discovered, please send to Robert Gibson or Randall Stukey. Their addresses and phone numbers are scrawled on the bathroom walls in various gas stations and bars around town.

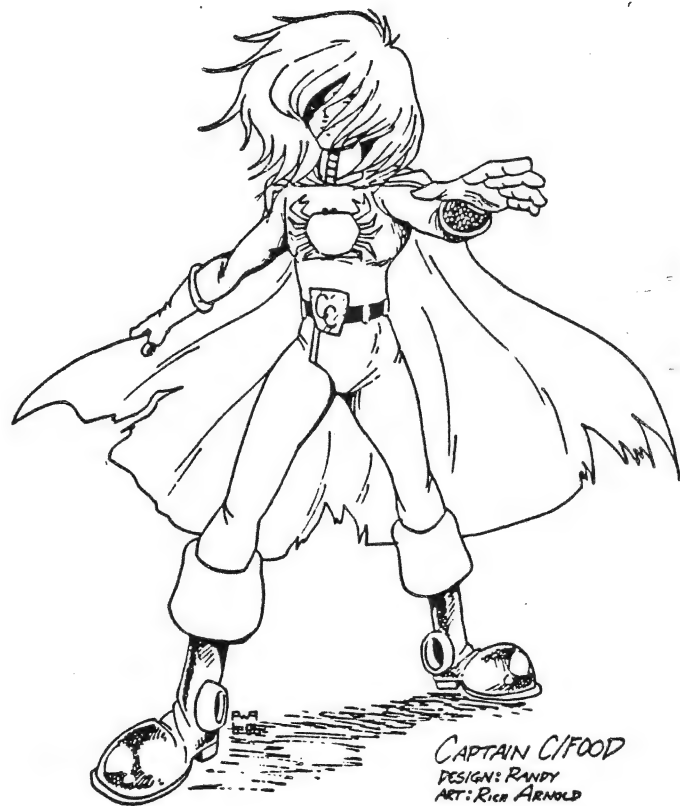
Hello again,

Once again everything has come down to the wire and then everything goes wrong. Yes once again Michael was busy writing papers and so in my infinite wisdom, I decided to help him out once again. Then I got sick. So once again the best laid plans of geckos and men fall apart. Oh well.

Well, we've got some really fun and happy programs for you this month. The only thing that could brighten this meeting up would be the 1000 year queen movie. Things just seem to happen like this. Giant robots last month, depressing movies this month, who knows what is in store for next month.

For those of you who are interested below is the address of who you have to write for national membership in this wonderful (?) club. The price is \$10 for which you should receive a membership card, a Baycon '86 translation book (good stuff), the CFO newsletter #11 (if and when it comes out) and a bimonthly CFO news bulletin due out starting this summer. For those interested the address is:

Cartoon/Fantasy Organization
Attn: Membership Secretary
401 S. La Brea Ave.
Inglewood, CA 90301



You should actually see something for your money. If not I will personally force Robert Gibson and Randall Stuke (as they are responsible for this stuff) to watch Zeta Gundam until they like it or you people get something, whichever comes first.

This month's mascot submission is from Randy (Voltron) Diamond, and was fleshed out by Resident Artist Extraordinaire Rich Arnold (we still like you even if you did have art published in San Antonio's newsletter). We actually have several submissions backlogged but that's no excuse to be lazy - keep submitting. Do try and remember to keep them somewhat within the Japanese Animation genre.

The Yawata Uma horse arrived here about a week ago. For those who are uninformed, this wooden beast is a symbol of our appreciation to the Japanese Animation industry. It was purchased by CFO-Rising Sun (Japan) and sent around to the various chapters in the U.S. for them to put their mascots on. We are the last stop on the way before it is returned to Japan to be presented at Daicon V, the Japanese world SF convention, this August. I will have it up for display during the business meeting.

Finally, Mark, the manager of Fantasy Works at Buckingham mall, is sponsoring a Robotech Day next Saturday (July 19). All Robotech items and Japanese animation items will be discounted 10%. Members of the C/FO (normally receiving a 10% discount) will receive a 20% discount. So go out and buy. Other events will include a model building contest and art contest. The subtitled Macross movie and Robotech episodes will be shown throughout the day. For more information, talk to Mark, Scott, or myself.

Well, that's all for now. Talk to you sooner than you expect.

John Cook
Chapter Representative



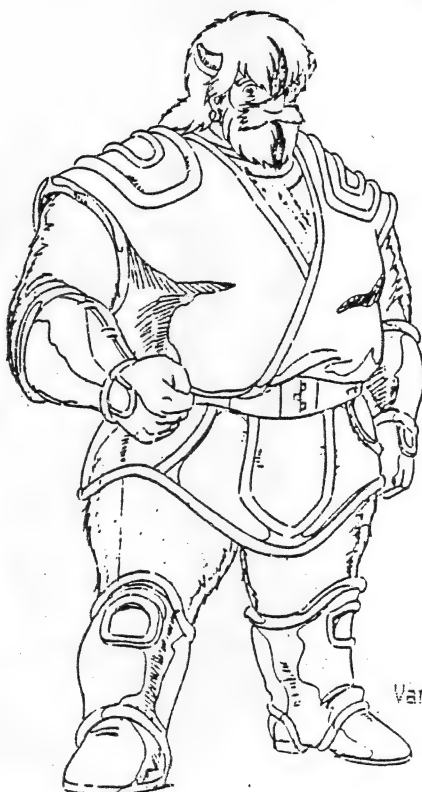
Schedule for July 12

2:30	Viewing room opens for set up
3:00	Lensman Episode 7
3:30	Cobra Episode 3
4:00	Harmagedon
6:30	Business Meeting/Dinner Break
7:30	Macross: Do You Remember Love?
9:30	Dirty Pair: Affair of Nolandia
10:30	Zeta Gundam Episodes 6-10
12:30	Golgo 13

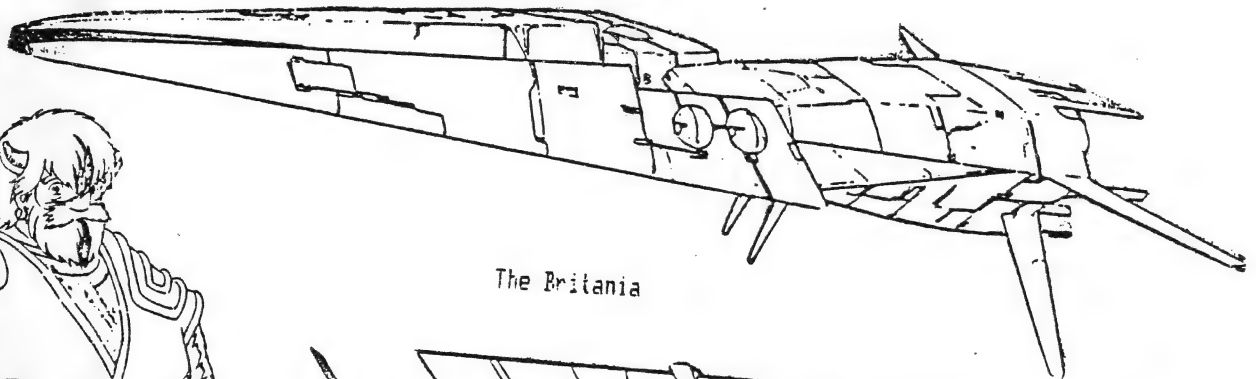
Lensman Episode 7 Van Buskirk Gives It His All

Not much of a synopsis for this month.

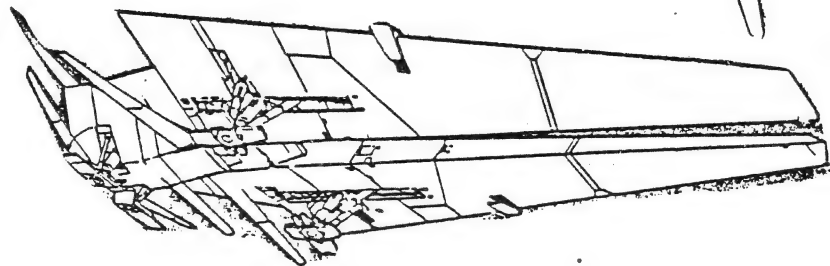
All of Van Buskirk's outrageous actions finally catch up with him and a board of review is sent to straighten him out, much to everyone's dismay. A derelict ship is discovered carrying a female patrol agent who tells of a Boskone invasion on some distant planet. The Britannia is dispatched to investigate. Van Buskirk has an argument with the review board and is ordered off the mission. They are on their way back to the Galactic Patrol Base when their shuttle is ambushed by the Boskone. Outnumbered 10 to 1, Van Buskirk must defeat the evil Boskone and prove his worth in the eyes of the committee.



Van Buskirk



The Britannia



Space Cobra Episode 3
 "Riddle of Tattoos Pt. 1"
 "Old Enemy! Crystal Boy"

This episode opens with Cobra and Lady journeying to a distant planet for the next stage of his plan to return to action. Once there, he and Lady split up. Lady is to take care of some unspecified business and Cobra is to get himself in trouble at a local bar and have fun. Once inside the bar, Cobra wastes no time in accomplishing both his goals as he is beset upon by a canine badguy and his friends. Cobra mocks the scumbag throughout the battle which ends up with him dying on his own knife. His friends take offense and are about to buy Cobra a one way ticket to Hell, when they are cut down by gunfire from the door. Enter the gorgeous Jane Royal, Galaxy Patrol Agent, bounty hunter and voluptuous woman, who can hold her own in most any gunfight. Cobra plays dumb and after she wastes a few more stupid scum-wads, an automated tabulating device shows up to compute her bounty. One of the pasted bad guys was not killed by her and the only other person around was the mysterious man in red who is now gone. Jane leaves in pursuit.

Cobra meanwhile has managed to make his way to a vast underground graveyard and is examining the grave of "Captain Cobra" when Jane catches up with him and has some questions to ask him.

Unfortunately for them, they are interrupted by Crystal Boy, perhaps the most powerful Guild Lord next to the High Guild Overlord himself. Crystal Boy is a cyborg possessing a metallic skeleton, the only human part of him is his brain. His skeleton is encased in a crystalline body which is impervious to energy weapons (perhaps even Psychoguns). His right arm ends in a nasty looking claw like device which possesses numerous nasty tricks. He is after Jane, for she has a secret: a curious butterfly tattoo on her back. Cobra plays dumb to protect his cover and walks away. Crystal Boy sends his dog soldiers after him, leaving Cobra no choice but kill them in his usual fashion. One of the dog soldiers manages to make it back to Crystal Boy bearing a large glowing hole in his chest, and mutters one word: Psychogun. Jane escapes and is found by Cobra, his secret exposed to her as well. The grave of "Captain Cobra" turns out to be the secret entrance to one of Cobra's hidden bases. Inside they are rejoined by Lady and take off in Cobra's old ship "the Turtle". Jane is awed that she is in the company of the legendary Space Pirate and speculates on collecting the huge bounty on his head, but Cobra never misses a trick. Jane then showers and while doing so her tattoo undergoes a strange transformation which puzzles Cobra. Crystal Boy is persistent and chases the Turtle down with a large fleet of small fighters. The Turtle proves to be not as slow and cumbersome as the name implies as it destroys all the fighters. Our heroes fly off into the cosmos pursued by the unrelenting Crystal Boy.



Crystal Boy



Jane Royal

HARMAGEDON (GENMA TAISEN)

Genma Taisen (the Demon War) started out as a manga in the 1960's. The same artist who created Cyborg 009 did Genma Taisen. When the producer made Genma Taisen into a movie, he changed the cartoony style and changed the title to "Harmagedon", a Japanese approximation to the English word "Armageddon" (the last battle between Good and Evil).

PROLOGUE:

Fragments of a destroyed world tumble past the moon toward Earth. Princess Luna, a famous psychic, has a vision of one of the rocks striking the plane. As the night sky glows red above Tokyo, the female spirit of the Earth momentarily appears to warn of imminent disaster, then vanishes. A skull-faced cloud looks down from space at our unsuspecting world.

ACT ONE:

A fellow passenger on Princess Luna's jet recognizes her from a newspaper picture. When the crystal on her lap glows red with warning, he panics the other passengers. A meteor strikes the plane, scattering people across the sky. As she falls, Princess Luna's mind is pulled skyward by Vega, a warrior from the planet of the same name, now destroyed by entropy's forces. Vega tells Luna what is about to happen, while showing her the last scenes of his world (set to the music of Bach. How fitting), when his Princess Aelieta charged him to protect other worlds, now that theirs is lost. Her mind returned to her body, Luna uses her awakening powers to lower herself to a wing from the plane, now afloat on the ocean. At dawn she awakens, telekinetically raises a chunk of rock from the ocean floor, and frees the encapsulated Vega. She vows to help him find others with anti-entropic potential.

ACT TWO:

We now meet our hero, seventeen year old Joe Azuma. A Tokyo high school student, he lives with his 27 year old sister, Michiko, who has raised him since their parents died. Joe has just learned he's failed the Japanese equivalent to the SAT test, and he cannot go on to college. He's lost his future. His schoolfriend Shiro gives him words of encouragement. His musician girlfriend ignores him. (Both passed the tests.) When his sister brings him food, Joe can't bring himself to eat. He gets up, goes out into the night to meet Junko, his girlfriend. They have "we-can-still-be-friends" parting words.

ACT THREE:

Joe turns from Junko to lose himself in the bustle of nighttime Tokyo (As he does so, an elevated train passes a billboard advertising "Genma Taisen"). In an alley, Joe is confronted by Vega, who fires an energy weapon at him. It somehow puts Joe and Vega out of synch with the time-frame, so everyone Joe runs to for help is frozen in mid-stride. Frantic, Joe hides amid the girders and open, unfinished floors of a skyscraper under construction. Vega follows him. Cornered, Joe's perception of Vega suddenly changes. An energy field materializes around Joe. Vega pulls down a support, causing debris to fall toward Joe. He stops the stuff in mid-air. Luna shows herself. Angered, Joe's mind throws the falling debris at the pair. Vega shields Luna with his body, and Joe walks off.

ACT FOUR:

On the subway ride home, Joe cannot believe what's happened. He uses his powers to play tricks on his fellow passengers. Michiko cannot understand why Joe is suddenly so happy. The next day he tells Shiro, and demonstrates his new ability. Bruised by the demonstration, Shiro is outraged. What is the power? Why has it been given to someone as irresponsible as Joe? Joe is brought down by doubts.

ACT FIVE:

That night to communicate with Joe, Princess Luna projects her thought image around Michiko's body. Joe backs away, falls out the window and learns he can levitate himself. He pursues Luna and Vega through the night sky. Suddenly, as Luna's was, his mind is pulled skyward. He sees the skull-cloud, lashes out at it with his anger, and it swats him aside.

His brush with this evil sends Joe into catatonia. Luna projects herself into Joe's mind. Joe, regressing infant-wards, runs to an image of his sister. Luna enters, lets Joe feel the intentions of her spirit. The image of Michiko releases Joe, stands, and steps away into the shadows. Luna approaches the frozen Joe. She reaches out to him, her hand breaching the last barrier, touching his. Light envelopes them. Joe awakens. Drained by her effort, Luna faints. Joe is now allied to their cause. Vega flies off with Luna. Joe, his powers now informed with purpose, also departs.

INTERLUDE ONE:

In a ruined temple, two demons talk. They realize an opposition is coming into being and it must be neutralized.

ACT SIX:

Joe sleeps all day. That night he visits his girlfriend Junko. His friend Shiro follows him. While talking to Junko, Joe senses something wrong with her. Her eyes suddenly glow red. She's been possessed! She attacks telekinetically. At first, Joe can only defend himself. He finally unleashes a burst of energy which consumes the house. Shiro, outside, crouches at the blast, then stands to stare at the house's smouldering foundation.

ACT SEVEN:

Michiko had earlier noticed Joe gone. Waiting for him, she'd fallen asleep. She now wakes to find him back. He tells her of his powers, demonstrating his levitation. He then takes her to an amusement park she used to take him to. In an enclosed car, at the top of the ferris wheel, he tells her of his battle with the possessed Junko. Michiko consoles him, saying she doesn't consider his powers evil. Joe levitates the car, then, taking Michiko by the hand, flies off with her through the waning night toward the dawn.

ACT EIGHT:

Sudden scene shift to New York city, where we meet a young roller skating kid named Sonny Rinks.

New York has been hit by storms and tidal waves. Bridges are down, buildings shaken, and streets buckled. Noticing some looters in a jewelry store, Sonny skates in, phasing through the wall. He catches a psychic warning from Princess Luna just before the police open fire on the looters. The surviving looters attempt to return fire, only to be killed one by one. Sonny phases out through the rear wall. Outside he is pursued by dogs, and escapes by phasing through a wall mural. On the far side, a policeman waits. A cry from Luna distracts Sonny long enough for the cop to draw a bead on him. Sonny turns to flee, but a bullet hits one of his skates bringing him down.

Sonny wakes in an electrical cage inside a police station. Outside Vega and Luna wait on a neighboring rooftop. The cop who shot Sonny is in the room and his eyes start to glow. He is a demon, proud that he's neutralized Sonny. Sonny tries to fight back. The demon throws an additional energy field around Sonny. The demon bursts from within the cop's body as a ball of flame consumes the station and topples Luna's and Vega's observation building. Luna sends out a psychic call for help. It resonates in the minds of Tao (a young Chinese girl), Salamander (a tall American Indian), Hassanji (a young Saudi Arabian man), and Yogin (an old Hindu man). It also touches Joe. He bids Michiko farewell, and lifts off into the skies, heading toward America.

The lower third of Manhattan is in flames. At their center, the living sphere of energy which encapsulates Sonny. Vega tries to pierce it. Even though corruscating energies are causing nearby rubble to melt and flow, he is unsuccessful. Tendrils of living energy whip from the sphere to grab at Luna and Vega. Joe arrives. Sizing up the situation, he grabs a lightning rod from a nearby skyscraper, and hurtles it javelin-like at the energy sphere. It creates a hole large enough for Sonny to escape through. Other tendrils of energy grab Joe. Sonny is inclined to watch, until Yogin reminds him of his responsibility. He teleports Luna, Vega, and Joe free from the tendrils. The demon sphere retreats. The forces gathered are too strong. Salamander arrives and sees things are well in hand. Joe suddenly

senses danger back in Tokyo...

ACT NINE:

Toky has been besieged by duststorms. (As he pans by a stalled train, the producer sneaks in a second Genma Taisen poster.) While people frantically try to flee the city, Michiko stays home, maintaining her calm. A cop comes by looking for Joe. Suddenly, his eyes glow red. (Joe and Yogin hurtle westward.) The demon cop and his partner force Michiko back through her apartment. Cornered in her kitchen, Michiko's own small latent powers awaken. (Joe senses his sister's peril but he's already at top speed.) Michiko telekinetically switches on the stove. A gout of blue flame melts one demon. (Joe is almost there.) The larger demon catches her by the throat, and holds her in the flames of her now ignited kitchen. Joe arrives and pushes his way in. Over the demon's shoulder, Michiko sees Joe arrive. He sees her eyes once before she slumps into the flames. Joe snuffs the flames with his power, but he is too late.

Luna, Vega, Yogin, Sonny and Salamander offer to help Joe mourn. He turns from them and walks out into the thick swirling air of Tokyo. All is returning to dust. Joe eventually collapses and is found by Shiro.

INTERLUDE TWO:

The Earth Spirit materializes long enough to say things are going from bad to worse.

ACT TEN:

Joe is in a hospital. As Tao brings Joe flowers, Shiro is taken aside by a lantern-jawed Dr. Kafu. As they talk, Shiro looks out on deserted Tokyo, now even more overtaken by the dust. Unseen behind him, Dr. Kafu's eyes glow red. As entropy swirls against the building, it's walls crack and collapse onto their foundation.

Joe and Tao manage to get out. Only a few buildings now poke above the dust. A greatly enlarged moon hovers close in the red and black sky. Tao says she can sense where the local focus of entropy hides. Within Mt. Fuji. All take to the air.

As they draw near, the mountain erupts. Joe knocked from the air, into a forest set ablaze by lava flows. He walks in a daze until he finds a boiling stream. Animals flee from the flames past Joe. A mother deer is struck down by a flaming branch. Joe picks up her fawn. He thinks of Michiko. If he could not save his sister, he'll save the fawn. Other animals follow Joe as he carries the fawn up toward a rock outcropping, safely away from the lava.

He finds the possessed Shiro waiting for him. Shiro taunts him, the pulls the fawn from him. Before Shiro can kill it, Tao snatches the fawn away from him. Joe and Shiro set their energy fields against one another. After one strong flare-up, Joe falls to his knees. Shiro strides toward him in triumph. The energy he's expended is too much, however, and his flesh sloughs away, and the demon inside melts, leaving only his clothes behind.

ACT ELEVEN:

Joe wakes. Tao and Hassanji stand nearby. Cool water has been found for the animals. His friends ask Joe why he doesn't heal himself. He never thought to, and is suprised to find he can.

Below the three is a sea of molten rock. Across it, pants cuffs charring, comes Dr. Kafu, possed by the main demon. He is arrogant and dismissive. When Hassanji lightning strikes his hand off, it instantly regenerates. With a gesture, he sends a wave of magma breaking against the rocks. The demon spreads wide his mouth, to send a breath of foulness towards the three. It then turns away in contempt. Joe erupts with unexpected power, which consumes the demon. As it disperses, there is a momentary manifestation of a beautiful woman. (Michiko's soul goes free???)

ACT TWELVE:

Princess Luna, Sonny, Tao, Yogin and Salamander form a circle, and focus their energies through Vega to revitalize Hassanji and Joe, injured in their battle with the demon.

One last battle to fight. Out of the roiling caldera of Mt. Fuji rises the Emperor of the demons, a long serpentine dragon. Our champions have to dodge, and give some of their own back before they can form an eight-way link, with Vega

serving as focus and channeler of their energies. A sudden snap, and the dragon swallows Vega. The focus switches to Joe. His power, as shown with Shir and Dr. Kafu, is to turn entropy on itself. To the King of Entropy, Joe brings entropy's end, the dispersal of heat and energy. The dragon becomes glittering ice, which shatters and blows away on the wind.

EPILOGUE:

The final battle's survivors gather around a green, glowing sphere, the remnant/seed of Vega. Through the seed, they give up all their energies, returning them to the Earth as life-force. The final shot is of a deer lifting it's head in a revitalized forest, as a new cycle of life begins.



PRINCESS LUNA



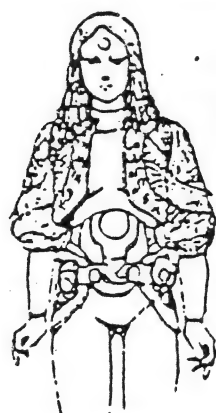
JOE AZUMA



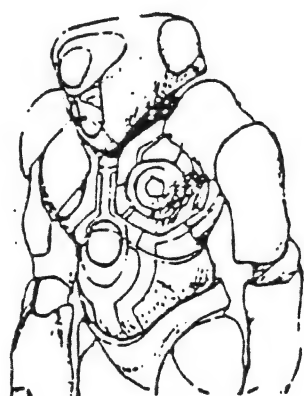
SONNY RINKS



MICHIKO



AELIETA



VEGA



JUNKO



SHIRO



YOUSIN



O'REILLEY



DR. KAFU



SALAMANDER



TAU

Macross - Do You Remember Love?

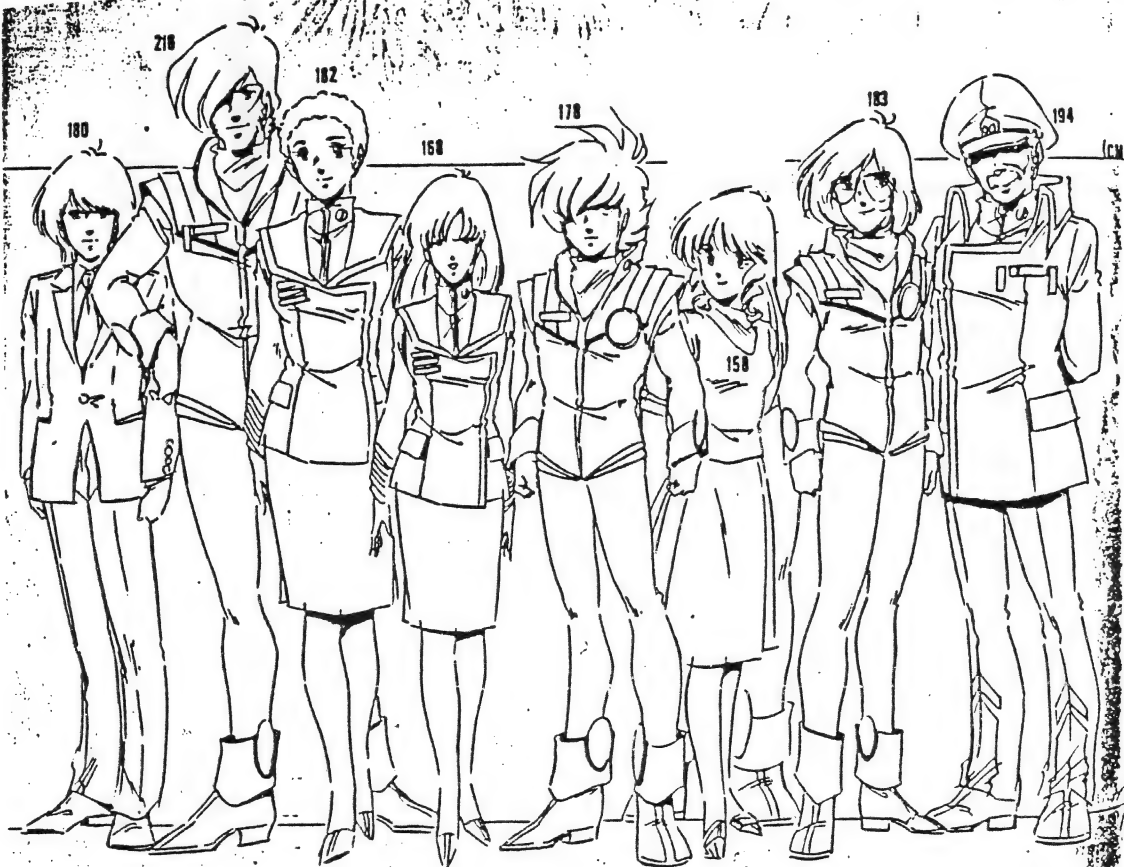
1984 - Tatsunoko productions

This is the theatrical version of the hit series Macross (which most of you are familiar with as the first part of the Robotech series). It is a retelling of the basic Macross story with several major differences, and most emphasis on the personal relationships which develop. I will give a brief synopsis for those not familiar with the show.

In the year 2001, a giant alien spacecraft crashlands on the Earth. 10 years later we have refurbished the ship and renamed Macross. During its maiden flight a huge alien space fleet warps into the solar system in search of the lost ship. In desperation, Captain Grobal uses the Macross' warp drive while still within the atmosphere in an attempt to lure the aliens away from the Earth. This accomplishes 2 things. One: because they warped too close to a planet, an accident occurs which destroys the Macross' warp drive as well as most of the communication gear, and Two: because they warped too close to their home base, they manage to bring most of its residents with them. Materializing in the vicinity of Pluto, the crippled ship begins its long journey home, its several thousand unwanted guests setting up house within the ship. All along the fate of the Earth remains in question. It is here that our story begins.

During a clash with the evil Zentradi, Ace pilot Hikaru Ichijoe meets pop star Lynn Minmay, and decides to ride out a short relationship with her which causes no end of friction with his current girlfriend Misa Hayase. The Zentradi, in almost fanatical quest for a mysterious substance known as "Protoculture", attack once more capture Hikaru, Nisa, Lynn Minmay, and Roy. During a subsequent escape attempt, Roy is killed and Rick and Misa are caught halfway through a warp sequence which lands them on Earth (not Titan or Venus Michael!), which has been totally devastated by the Zentradi in their rage. It is here they discover, in an ancient city, the secret of Protoculture.

The Zentradi were once a highly technical starfaring race. So advanced were they that they had developed beyond the need for biological procreation and became two almost completely separate races, one male and one female. At some point in time, an offshoot evolves which considers the current situation as being wrong. A colony is set up on Earth in its ancient past which has gone back to its old ways. Unfortunately for them, they are isolated and die out from unknown reasons. All that is left is a small piece of knowledge that it did work. This is the elusive Protoculture both alien races eagerly search for. Armed with this knowledge can the crew of the Macross make peace with and between the two alien races or will they die as the Earth already has?



Lynn Kyle * Roy Fokker * Claudia * Misa Hayase * Hikaru Ichijoe * Lynn Minmay *Max * Captain Grobal

DIRTY PAIR - AFFAIR OF NOLANDIA

A mysterious voice tells the young Misuni to try her power, and the pilots of the ship taking Dr. Kishida to his new job see the ground rise up to crush them...

As Kei and Yuri can clearly observe on the Port Authority tapes of the disaster, nothing of the sort happened at all. Kei is frustrated. Yuri thinks that someone may have it in for the Watanabe Conglomerate as they have lost seven ships in similar accidents recently.

Yuri goes to give Kei a hand up, but they both experience a strange vision of a child, a forest and a lake...

On the planet, a woman expecting the arrival of Misuni has a very unwelcome visitor instead.

Kei is ready to go boyhunting (incidentally, the two people they see outside the disco are Joe and Alfin from Crusher Joe), but the Dirty Pair are soon confronted with the corpse of their client, Connie Brighton.

Although the sheriff has never heard of the "3WA" (WWWA - "World Welfare Work Association"), his boss has and she wants to see Kei and Yuri in her office.

District Marshall Samarah Galanda is in charge of keeping law and order on the planet (which vaguely resembles Larry Niven's Plateau). The pair explains that they have been hired by the late Connie Brighton to protect a young girl named Misuni.

Samarah has heard of the notorious Dirty Pair, and is not particularly thrilled to have them bringing their own special brand of chaos to her planet. She tells them that three hours after the Brighton murder an unidentified spacecraft left the city and landed in the only other inhabitable area on the planet: Nolandia forest. Therefore, she suspects Misuni will be found there. Recognizing that she would have a hard time stopping the pair from continuing their investigation, she offers them a vehicle. She asks them to complete their job as soon as possible because she doesn't want them hanging around.

As soon as they are out of her office, Samarah wonders what she will do now that the 3WA is here.

The primary industry of the planet is uranium mining, but why did the Planetary Development Association choose such a harsh planet to develop? It seems odd...

Kei and Yuri notice that the forest resembles the one in their "dream" but they are soon the object of an attack that doesn't register on their instruments. Sabotage at the spaceport?

They find the ship that likely brought Misuni to the forest, but it's not a VTOL design. How did it land?

That night they are once again caught in a vision, and Yuri begins to suspect that perhaps Misuni is responsible.

The illusions continue, until finally they break free. Kei is still uncertain. She wonders if she is still in a dream...

Yuri examines samples of the local flora and fauna, and discovers that their molecular structure is a random mix of stereoisomers - a condition existing nowhere else in the universe.

Next day, they find a number of heavily armored corpses, and speculate that Misuni used her special power to turn the forest animals against her captors, and has now escaped.

Following the unicorn, they find themselves in the place they had



Yuri

previously seen in their dream. Yuri suggests that to lure Misuni out that they start having fun. Misuni finally does come out. When asked why she came to the planet she replies that all her friends are there but she never saw them, just bad men. When Kei suggests that she come back with them, Misuni becomes angry and tells her that she will never go back.

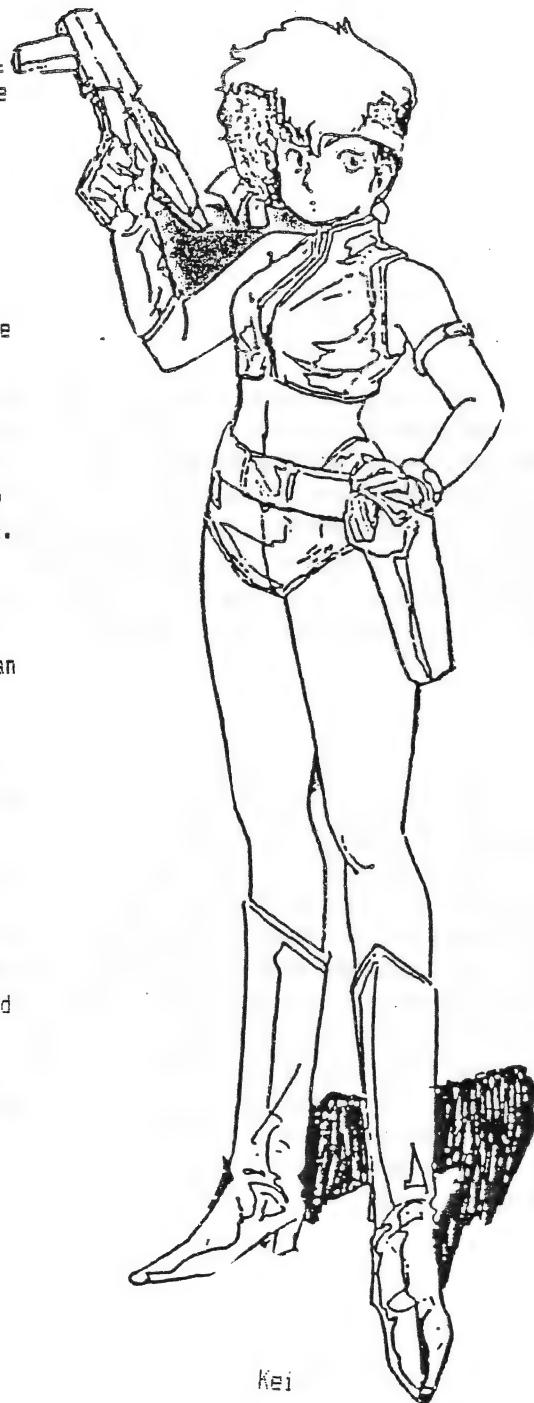
Samarah arrives and takes Misuni into her custody. She tells the Dirty Pair that she has evidence that Misuni killed Connie Brighton. Kei and Yuri cannot believe it but they leave anyway. Samarah seems disappointed that the famous Dirty Pair gave up so easily. That night at dinner she tries to convince Mr. Oran that they should stop or they might be found out.

Naturally Kei and Yuri are still on the job, and corner Mr. Oran to announce the end of his machinations. They know everything now. Dr. Kishida used to work for Oran but left for a pure research position with the Watanabe Conglomerate. Mr. Oran felt that Dr. Kishida knew too much, and used Misuni to kill him. The unfortunate doctor was killed by the product of his own research. The other seven shuttle crashes were also caused by them.

Mr. Oran says he has no idea what they are talking about and they go on. They checked out the uranium mine and discovered it to be a research facility dedicated to unravelling the secrets of the two million year old alien ruins Oran had discovered. By utilizing the alien's advanced genetic engineering techniques, Oran's scientists had created a number of creatures, including espers like Misuni. They had dumped their failures in Nolandia Forest, where Yuri had come across their unusual molecular structure. Yuri and Kei have informed the Federal Universe Police about Mr. Oran's operation.

Samarah interferes and Oran makes a break for it with the help of his "Terminator".

While Yuri chases Oran, Samarah and Kei try to rescue Misuni. They discover that Oran is currently making up thousands of espers to form the army with which he intends to conquer the galaxy. The esper children have woken and they are not happy. The planet is brought to ruin, but the espers merely hastened the inevitable: the corrosive atmosphere had been eating away at the plateau for some time and it would have collapsed very soon anyway.



DIRTY PAIR

ZETA GUNDAM

EPISODE 6

"At the Earth's Atmosphere"

The Titans' commander, Jamitufu, develops an attack plan against the Ahgama by using one of the Earth's Government Defense satellites in orbit. At this time Camille starts designing Zeta Gundam. Lyla and Gerold have a personal conflict dealing with her being a divorced woman. As she leaves, Gerold tries to patch things up with her. Meanwhile, the Ahgama approached the Earth to launch Rekoa, in a capsule protecting her, back to Earth. Before her departure, Char and Otori's Mobile Suit unit attack a Solar Battery Satellite. The spirit of Lyla urges on the squad defending the satellite against the Ahgama. Camille rushes from the Ahgama to attack the Mobile Suits defending the satellite. His whole purpose is to protect Rekoa in the Gundam Mk II. Rekoa is being launched to Jaburo in South America to confirm security information that AEUG is receiving. While the battle is occurring, Amuro Rei, the original Gundam pilot, sees the lights in the sky.

EPISODE 7

"Side One Escape"

Camille is recommended by the AEUG leaders to become a regular soldier. He is unsure of this resolution, even though he wants to continue to be the regular pilot of Gundam Mk II. There is some fear of his lack of New Type experience and if he can manage the control. As this is happening, the Ahgama is heading to the port of 30 Banchi on Side 1. Camille and Emma are taken there to see what Bask of the Titans has done. In order to suppress an Anti-Earth Federation demonstration, all three million people on Side 1 were poisoned, but not all traces of the action have been covered up. This is to show why AEUG has been pushed too far and the new war was started. The battleship Bosunia arrives alone with Lyla and her team to take on AEUG. Lyla has developed a fear of New Types but still goes on reconnaissance to Side 1. While there, she overhears Char's recounting of the tragedy but disagrees about who was the cause. The battle returns to space with Camille and Lyla fighting intensely. During the battle, Camille begins to apply the power of his New Type abilities. The battle is called off when Gerold and his superiors see the death of Lyla. Because of this, Gerold vows revenge against the pilot of Gundam Mk II. As she dies, Lyla feels no anger against the New Types. She just wishes she had a solution. With his decisive win, Camille is accepted as an AEUG soldier/pilot and he has no regrets because of the 30 Banchi tragedy.

EPISODE 8

"The Dark Side of the Moon"

Emma is appointed as a formal soldier of AEUG aboard the Ahgama as it approaches the moon. Gerold is assigned control of the Galbaldy Mobile Suit. He flies off in a test run of the unit but his main purpose is to ambush the Ahgama. Meanwhile, Emma and Camille have been talking. Char overhears part of the conversation where Camille tells Emma that he believes Quatro to actually be Char Aznable. While they are talking, Gerold begins his attack. Camille takes the Mk II out to defend the Ahgama. The battle moves to the moon's surface with Camille fighting as hard as he can. Char also goes out in a Mobile Suit to act as backup. Camille is startled by the fighting style of the Galbaldy because it is Lyla's style (Gerold had trained under Lyla for a time). As the battle rages, the Ahgama reaches the back side of the moon and gets to the safety of the port Anman. With the Ahgama safe, Char joins the battle and repels Gerold. After returning to Anman, Char meets with the AEUG financier Won Ree. At this meeting the next target is decided: Jaburo, a Titan base on the Earth. While this is happening, Camille and Emma go out onto the Moon's surface to Erika, a junkyard. While on this excursion, they are attacked by Kakurikon and his first squad that have been hiding in the mountains of junk observing Anman. It is during this fight that Camille discovers Haro, the robot which Amuro made for Frau Bow (in the first Gundam series). Emma and Camille manage to escape and Camille brings Haro with him.

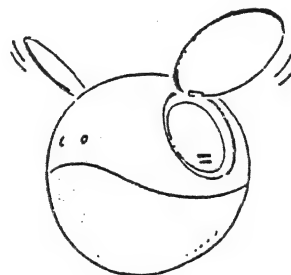
EPISODE 9
"New Bonds"

This episode begins back on Earth. After landing in South America, just before Rekoa begins her spy operations, she is captured by the Federation army. She is then rescued by a free journalist. This man, Kai Shiden, in his younger days, served as the pilot of Guncannon, one of the original Mobile Suits. Rekoa learns that the Federation army is in the middle of moving its headquarters from Jaburo. They plan to sneak into Jaburo in order to communicate with the Ahgama and give them this information. Meanwhile, at Anman, Camille is spending his spare time repairing Haro, causing him to be late for a meeting. Won Ree is outraged by this lack of respect and proceeds to pound Camille into a bloody pulp. Camille must understand the meaning of his rank and be disciplined. When Camille recovers, he is in the space suit locker room where Apori, Robert and Char are changing. He becomes interested in what military operation is going on. After checking out the new Mobile Suit from Anaheim Electronics, the Hyaku Shiki (100 type), Char joins Apori and Robert and he informs them of the mission. Camille then launches in the Mk II and joins them on their mission. As this is happening, Captain Jamacan of the Titans is inspecting the new Mobile Suits for the Titans, the Marasai, from Anaheim. While observing Anman, Kakurikon sees the Mobile Suits travelling across the Moon's surface and realizes the Ahgama is almost completely unprotected. He then orders an attack on Anman. The raid on Granada is to capture supplies as well as a revised model cruiser, Saramisu. Char piloting th Hyaku Shiki is followed by Camille in the Mk II and they proceed to sneak into the base by giving false information. Once inside, they easily take control in a quick battle. At the same time, Kakurikon begins his suprise attack with his Hizack unit. Although the repairs and improvements are not finished on the Rick Dias Mobile Suit, Emma takes it out to defend Anman. Suddenly, in the midst of battle, Camille knows what is happening at Anman and informs Char. Camille quickly gets permission to leave and returns to Anman. His New Type abilities are growing and refining themselves. Camille rescues Emma and prevents any more damage to the Base. Meanwhile, back on Earth, Kai and Rekoa discover the entrance into Jaburo.

EPISODE 10
"Reunion"

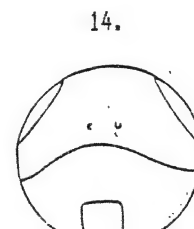
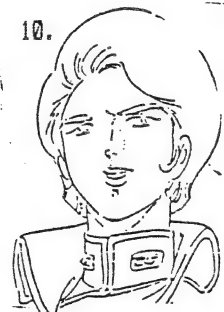
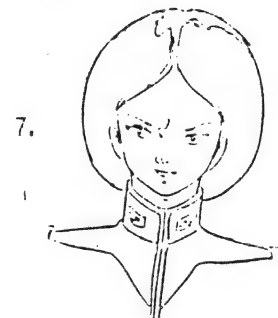
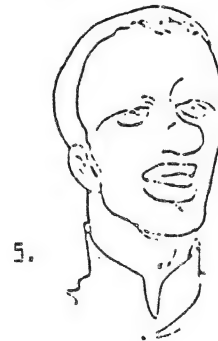
At Anman, AEUG learns what is happening at Jaburo and speeds up preparations for the attack. Camille continues the design of Zeta Gundam suggestiin that parts of it have a transforming function to be able to go through the atmosphere as well as being flying armor. At the same time, Jamacan, on the Alexandria, launches an attack but only quick reaction by Camille prevents the base from being obliterated by a multiple missile attack. The newly built Marasai Mobile Suits are offered to Gerold and Kakurikon to pilot during the attack. During the battle, the Ahgama and Saramisu launch into space. Camille is caught in a dilemma while trying to protect the base from a second assault but is prevented from trying to save the base because it would be suicide. Once safely in space, the Ahgama comes into contact with the Space Shuttle Temptation and her captain Bright Noah. As the two ships approach a Variable Model Mobile Armor, Messla, approaches at a high speed. Char, in the Hyaku Shiki, and Camille, in the Mk II, go out to meet the enemy. Char uses the Mega-Bazooka Launcher to destroy the enemy, but the Messla's superior speed and power help it avoid destruction and it escapes. The passengers disembark from the Temptation and are warmly greeted by the crew of the Ahgama. As Quatro introduces Camille to Bright Noah, Camille is blindly tackled by Fa Yuree, who was a passenger. Fa tells him of how her parents were arrested by the Titans and this angers Camille.

NEXT MONTH: (OH NOOOO!!)
The Gang of Three returns!
BE THERE!



Zeta Gundam Characters

1. Camille Bidan - Participated with AEUG (Anti-Earth United Government) (pronounced YUGO) on Green Noah One (Side 7) in the taking of a Gundam Mk II by force. He is the pilot of Gundam Mk II.
2. Char Anzable - (Pronounced Sha) - A captain of the Federation Army and a member of AEUG. At the present time he is introducing himself as Quattro Bajina.
3. Gerold Mesa - First lieutenant of the Titans. There is some rivalry between him and Camille.
4. Bright Noah - One time captain of White Base. Participates with AEUG but is initially sent to defeat the Ahgama.
5. Apory - A first lieutenant under Char's command for AEUG. He is an experienced shuttle pilot.
6. Robert - An AEUG first lieutenant under Char's command. He is the pilot of a Rick Dias type Mobile Suit.
7. Emma Shin - A first lieutenant of the Titans. Unable to tolerate the vulgar plans of Colonel Bask. She changes over to AEUG.
8. Rekoa Rondo - An AEUG ensign. For the most part she performs spy operations and other similar tasks. She is taken in by the crew of the Ahgama.
9. Henken Bekkunar - He is the very first captain of the Ahgama. He has a personality of frank open-heatedness.
10. Lyla Mira Lyla - a first lieutenant of the Federation Army and a Galabady Beta pilot. She is the "Other type" a genetically engineered Bio-soldier.
11. Amuro Rei - The original pilot of Gundam Mk I during the One Ye War and the strongest New Type at that time.
12. Won Ree - The financier of AEUG. He holds a high position in a division of Anaheim Electronics.
13. Paputemas Shirokku - From the city of Jupitoris on the planet Jupiter. He developed and personally pilots the Messala type Mobile Suit.
14. Haro - This original Gundam series robot was discovered on the Moon by Camille. It understands human speech and has a rudimentary sense of humor. It is warmly welcomed by the crew.
15. Kai Shiden - A former White Base crew member. He is now a reporter and cooperates with AEUG.



GOLGO 13

Golgo 13 is one of the most widely distributed comics (manga) in Japan. The hero, Golgo 13, is a professional assassin/mercenary/hired gunman/etc. He never smiles and hardly ever shows any emotion at all. His name comes from "Golgotha" the "Hill of Skulls" upon which Christ was crucified and the unlucky number 13.

Leonard Dawson, owner of a large international corporation, planned to give it to his son Robert Dawson. As the ceremony was taking place on Leonard Dawson's ship, Robert was killed by Golgo 13 from a nearby lighthouse. Leonard Dawson vows revenge on Robert's killer.

A man whose entire family was killed by the mafia, gives Golgo 13 his fortune and contracts him to kill all of them, then kills himself. Golgo 13 begins with the mafia don and his daughter.

Meanwhile, Leonard Dawson has enlisted the aid of the CIA, FBI, the Army, and the Pentagon to kill Golgo 13. They send out a team of three killers to get him. Golgo 13 finds the gardener of the family who were killed, dying in a church after being called by him, then is attacked by the three killers. After they wound him, he tries to escape but discovers that the police are waiting for him. They annihilate the church but he escapes.

Another of Golgo 13's contacts is Attacked by "Big Snake", another hired killer and a veritable death machine. Once again, Golgo 13 arrives too late to save him.

Dawson decides to replace the three killers with Big Snake, and Snake kills all three (in horrible ways). Big Snake then decides to take Robert Dawson's widow, Laura, for his own. Laura resists then escapes.

Golgo 13 goes to go to San Francisco, where he gets a car and weapons from another contact, Rita, in exchange for money to live for a year. As usual Rita wants something else (as most women do) from him... He tells her to leave as she might become a target. Unfortunately, he is correct. Golgo 13 assassinated another mafia leader (in a unique way) and barely makes it away from the police.

Dawson goes to Big Snake and tells him to get Golgo 13. Big Snake tells Dawson his price: Laura. Dawson (being the scum he is) agrees.

Golgo 13 goes to South America to recover from his wounds and begins to wonder who is behind the attempts on his life.

Dawson orders the Pentagon to release two of the most horrible killers ever, "Gold" and "Silver". The Pentagon had performed an experiment the Viet Nam war in which they sent 2000 men into the jungle with enough supplies for only forty. They expected the toughest forty to come out but only two did. Gold and Silver. The Pentagon refuses at first, until Dawson threatens to shut down his munitions factory. After what happened to her, Laura decides to leave Dawson's house forever. Before she does, she asks Dawson why he doesn't kill the person who hired Golgo 13. Dawson remains silent. Meanwhile, Dawson has turned Robert's daughter into a killer too.

Golgo 13 arrives at the airport and is attacked but Robert's daughter and one of Leonard's henchmen. He deals with the attack in his usual way. He discovers that Dawson is behind the assassination attempts from another contact (who was also bought by Dawson but doesn't live too long anyway) and decides to go after him.

Golgo 13 gets into Dawson's building, and has to face Big Snake. Then Gold and Silver. Finally Golgo 13 reaches Dawson. Robert Dawson had left a suicide note telling the entire story. He was tired of his father's tyrannical rule over him and he was simply too wimpy to take over the business. He also could not turn down his father or disappoint him, so he hired Golgo 13 (through contacts) to kill him. Leonard Dawson could not come to blame himself so he went after Golgo 13 for revenge.

No one escapes Golgo 13.

Epilogue: Laura has become a prostitute and meets Golgo 13 on the street. The ending is left purposely ambiguous.

Zeta Gundam Mecha

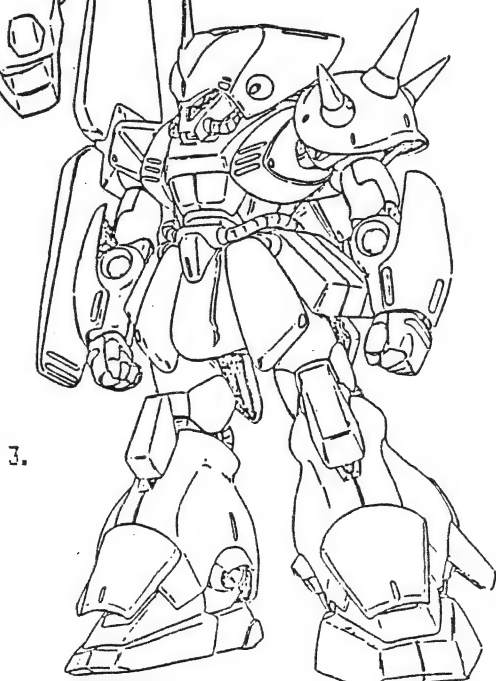
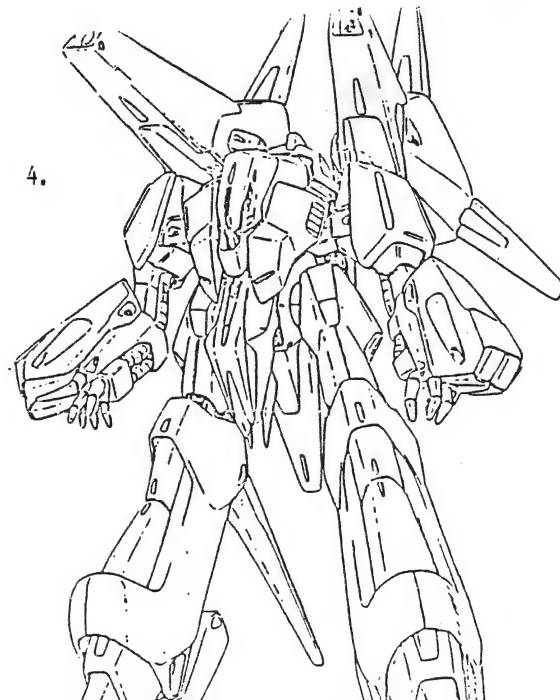
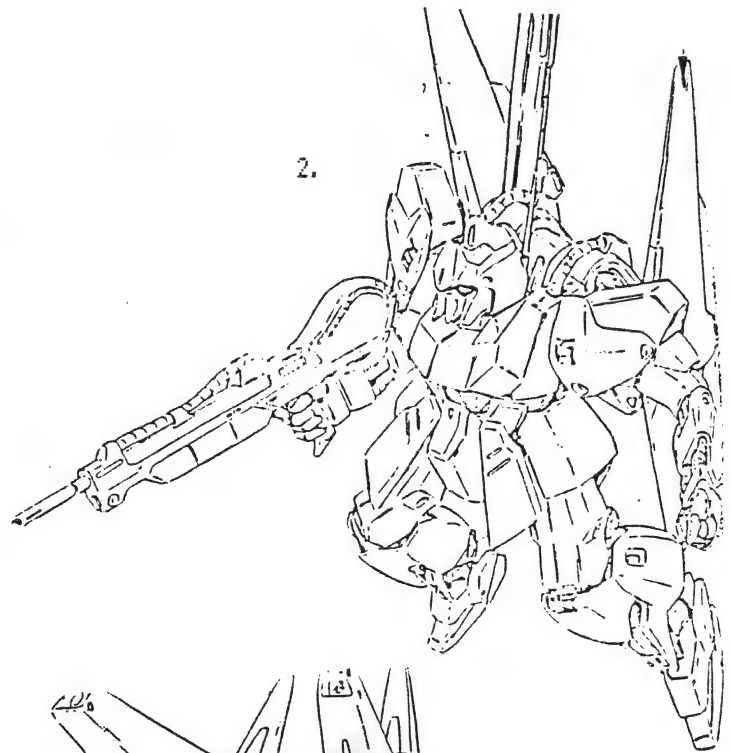
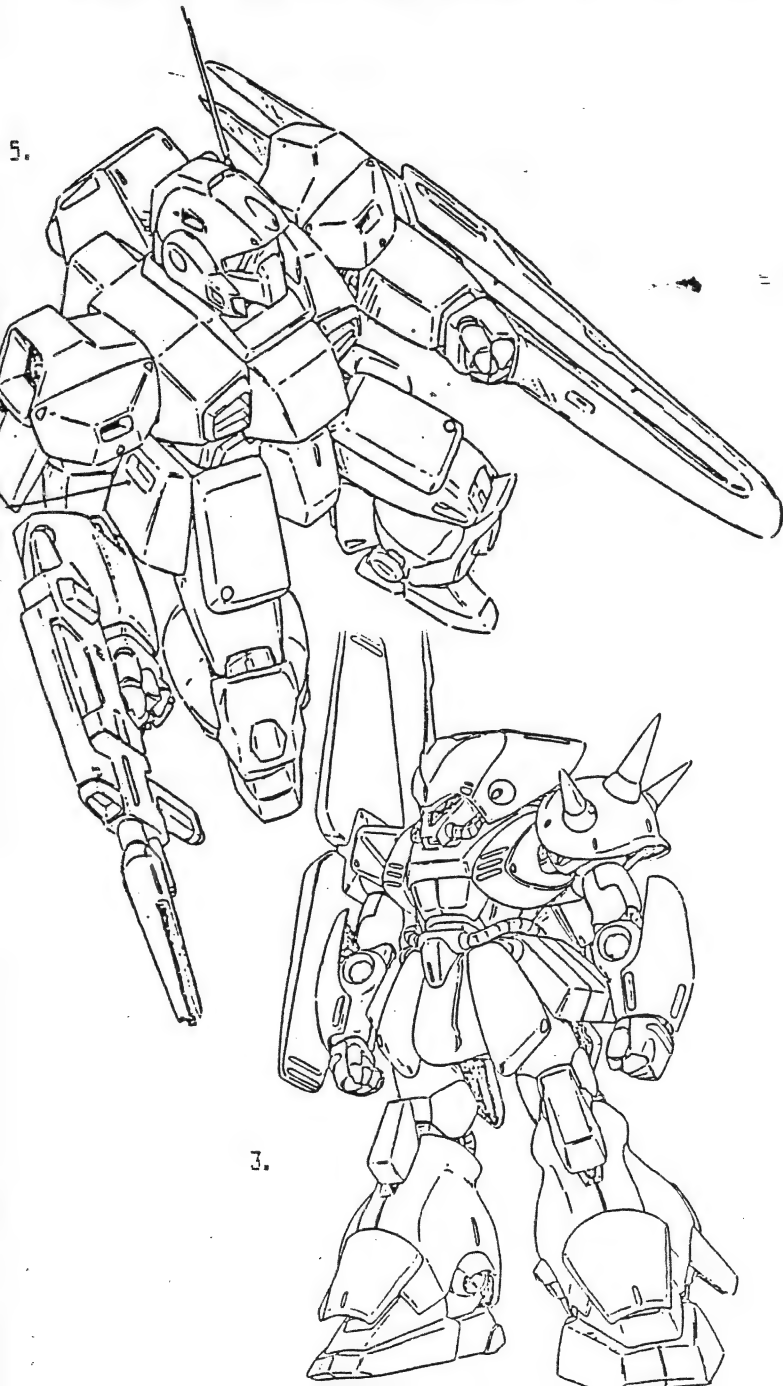
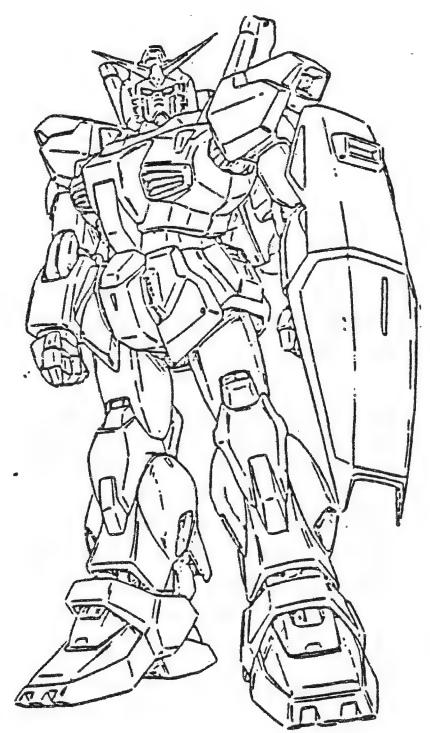
1. RX-178 Gundam Mk II - The Mobile Suit of the colonies of the Federation Army. Built to replace the RX-78 Gundam Mk I.

2. MSN-00100 Hiyaku Shiki (100 Shiki) - The name of this Mobile Suit means type 100 and it was developed by Anaheim Electronics. Char is the primary pilot.

3. RMS-108 Marasai - Also developed by Anaheim, this Mobile Suit was delivered to the Titans. Gerold is the main pilot.

4. PMX-000 Messala - This convertible Mobile Armor is boasted to have an energy output equivalent to the gravitational pull of Jupiter. Shirokko not only developed it but pilots it as well.

5. MSA-003 Nemo - This is a further development of the RGM-792 GM II Mobile Suit. AEUG uses these because of increased performance.



C-FOO CAPERS

FEATURING: DENI AND THE LOVELY ANGELS

NO PROBLEM, DENI! WE WANTED TO SIT IN ON THE DENVER MEETING ANYHOW!

WWWA BULLETIN: HI-TECH EQUIPMENT THEFT RING DOING HIGH VOLUME IN DENVER. BE ON THE ALERT!!

IT'S NICE OF YOU GIRLS TO GIVE ME A RIDE TO C/FO THIS MONTH!

HI-TECH IN THE WRONG HANDS COULD BE DANGEROUS!

WE'VE GOT A CAR-LOAD OF HI-TECH STUFF TO UNLOAD! LET'S GO!

YURI! LOOK AT THOSE GUYS! TONS OF HI-TECH STUFF! LET'S MOVE!

HAI!

PROP THE GOODS, SLEAZEBALL!!

NAN PES?

VIDEO PIRATES!! RUN FOR IT, JOHN!

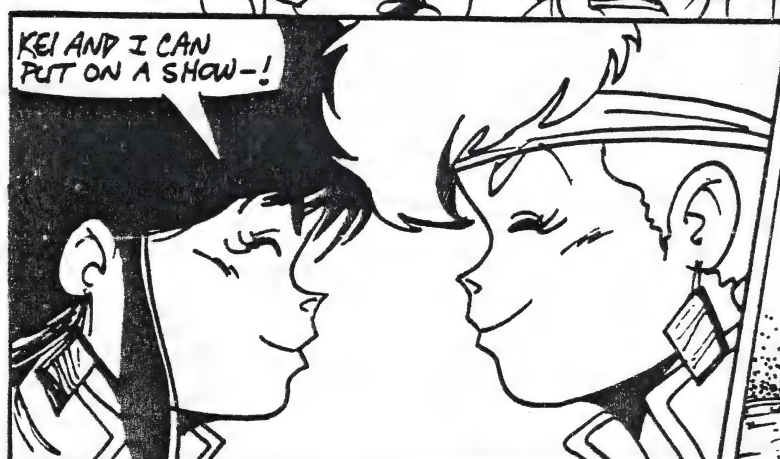
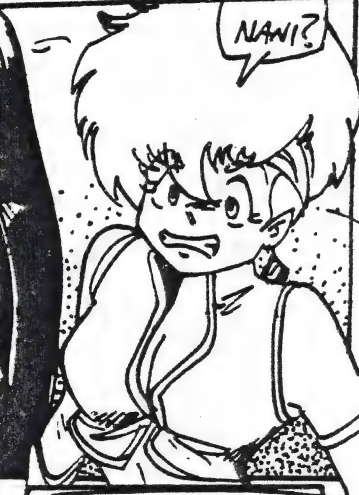
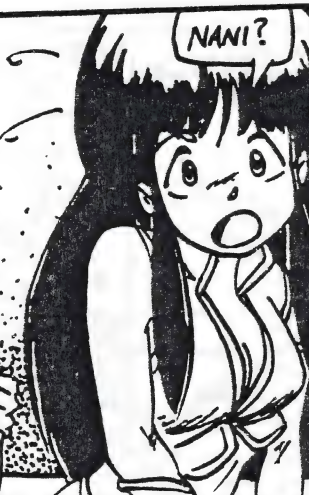
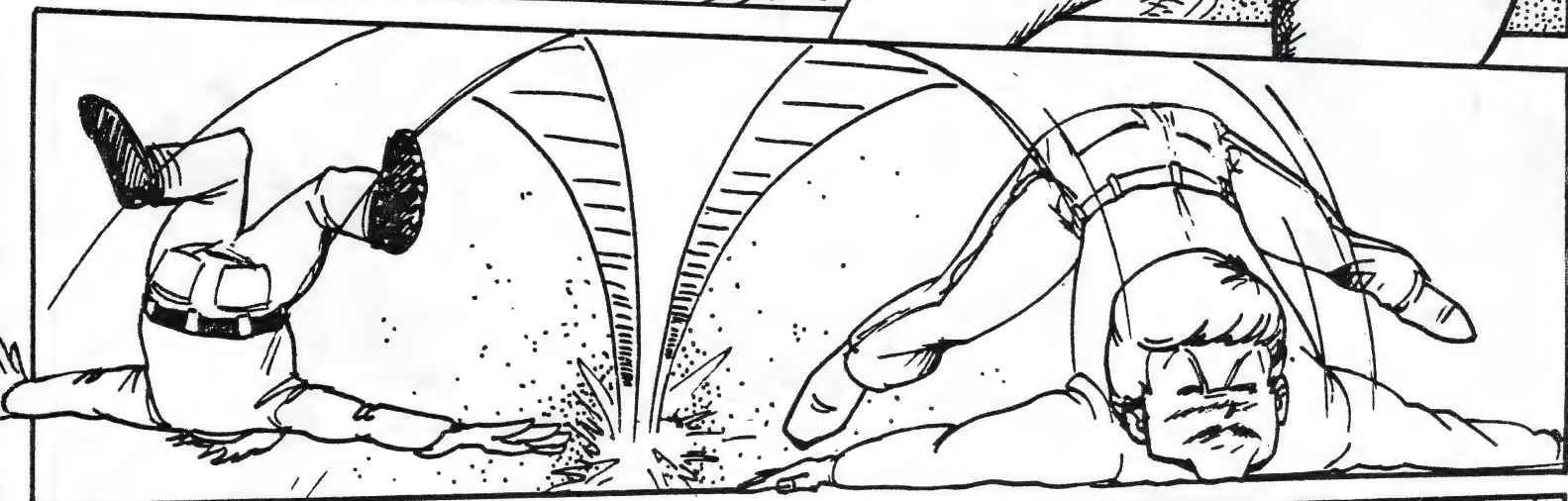
STOP THEM!

STOP!!

FTK!

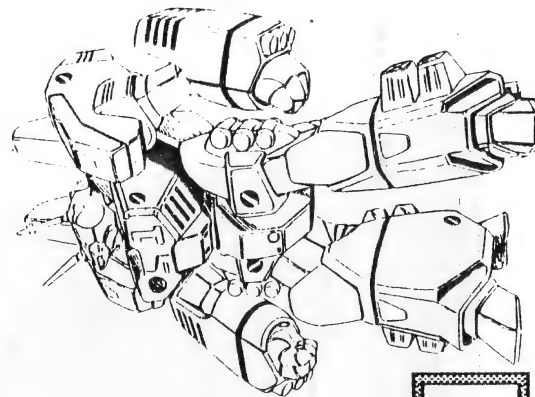
NO!







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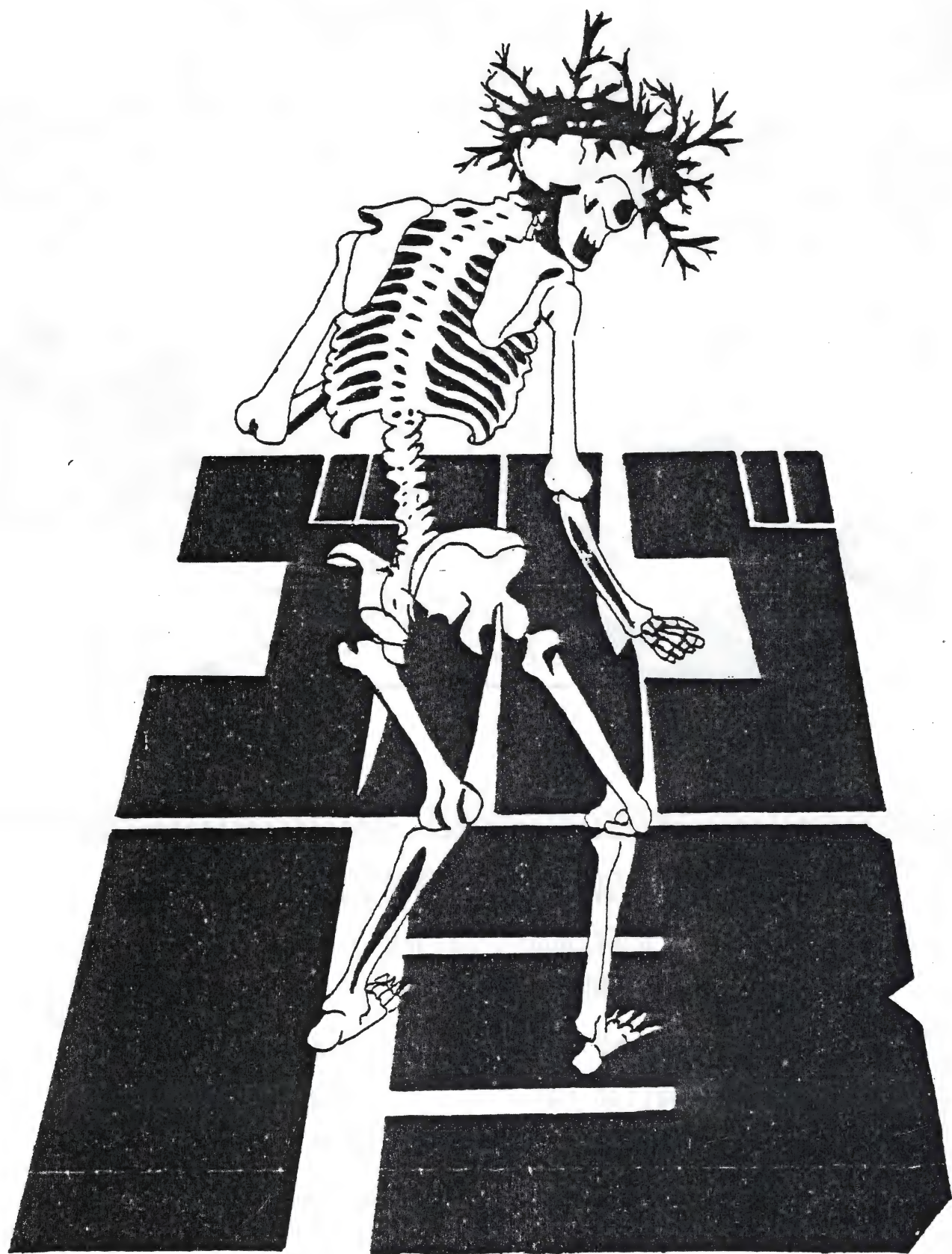
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NO. 8

AUGUST 1986

PLATTER

THE OFFICIAL NEWSLETTER OF C/FO DENVER



RULES, REGULATIONS, AND ALL THAT STUFF

COURTESY

- A) Please keep talking to a minimum while the shows are running. Keep your voice low at all times (for the time being our meeting place is free. Let's don't spoil it.) If you aren't interested in what is showing, feel free to use the adjoining room for conversation.
- B) No smoking in the viewing room. The adjoining room may be used for this.
- C) Sometimes one of our members may know what is going on in the show which is running. If they should try to explain, please do not interrupt. Keep in mind that they are probably telling all they know. When we can we will have synopses in the newsletter of the current shows.

VCR'S

- A) VCR set up starts at 2:30. Please check with Scott Frazier as he is in charge of this. If you come in during a show, you must wait until between shows to hook into the system. The people who get there first will be first in line (unless they decide otherwise). There will be opportunities to catch things which you have missed.
- B) You must supply your own tapes and cables (and an extension cord if possible). Please keep track of or label what you brought in. CFOOD will not be held responsible for any loss or damages.
- C) Be sure the tapes you take are yours or you have the owner's permission.
- D) If you have any questions, call Scott at the number listed.

DINNER

- A) Eating out - There are a number of restaurants nearby, mostly on Colorado Boulevard, where you can eat for a fairly reasonable price.
- B) Ordering out - There are pizza places nearby which deliver. Just keep track of whose pizza is whose.
- C) Michael does not live in pig style. Please be considerate of this and clean up after yourselves.

BORROWING TAPES

- A) Such things are not unheard of but will be if the rules are not followed. Please get permission before borrowing a tape.
- B) Michael has a notebook in his room for keeping track of loaned tapes. Please make sure your tape is signed out.
- C) If you borrow a tape and want to loan it to someone else, make sure the owner is aware of the transaction.
- D) The borrower of the tape will be held responsible for its care.

ART REQUIREMENTS

- A) All we require is a loan of the original or a good copy of it.
- B) Full page or cover submissions should be no smaller than 8 1/2 by 11, but we prefer larger (reductions are easy but enlargements are difficult).
- C) For covers, the CFOOD Platter logo should not be a part of the piece, but rather put on separately. We can do this, but if you want to do it yourself, let us know and we will get you a copy of the logo. Feel free to design your own if it will fit the picture better.
- D) Please try to get the picture to us at least 2 weeks in advance so we will have plenty of time to incorporate it.
- E) We need covers (front and back), interior illustrations and comic strips (both serious and funny).

ENJOY YOURSELF BUT NOT AT OUR EXPENSE

NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE

We interrupt this regularly scheduled opening silliness for an important announcement! The officer cadre of this fanzine must express our moral outrage and have decided to suspend all further opening silliness in formal protest of C/O San Antonio's barbaric (and silly) act of kidnapping C/OOD's staff artist Richard Arnold who is now at this very moment being forced by the application of evil and immoral methods to produce artwork of questionable quality for that silly and inferior production, the San Antonio Newsletter (yellow sheet though it may be). That such a gifted artist should be forced to work under such conditions is an affront to all serious animation enthusiasts everywhere. Therefore, we call upon the few remaining moral individuals in San Antonio to overthrow these despots running your club, (this means you Nikki and Rikki). We now return you to your regularly scheduled newsletter.

Michael Lee (Burgess) presents: another issue of the newsletter with a conscience -

THE C/OOD PLATTER

Know Your C/OOD Staff

(They may accost you for money in the airport someday)

President.....Michael Lee Burgess
Vice President.....Barb Edmunds
Representative/Dictator..... John Cook
Librarian/Archivist..... Ed Connell
He Who Does All of the Other Work..... Scott Frazier
Everyone Else.....Cast of Thousands

Where To Go Who To See:

Meetings are held on the second Saturday of each month from 3 P.M. until 12 P.M. and later. They are for the most part free (donations to fund the newsletter are appreciated) and open to all with a genuine interest in animation (or the study of the insane). For the time being, they are held at Michael's place on the Northwest corner of University and Iliff (about a mile south of I-25 and University). (Buzz apartment #1 and come down). This also serves as a drop place for artwork, tapes, pretty women, and what have you. Advance programming schedules can be found on the poster at Fantasy Works in Buckingham Mall. For more information, contact Michael (722-2103) or Scott (699-7657). John can be reached through either of them. For out of town comment, text, art submission or terrorist threats, write:

C/OOD c/o John Cook
7161 S. Newport Ct.
Englewood, CO 80112

There is currently no subscription plan available (I'm working on it) however, if you send a copy (or two) of your newsletter/bulletin we shall send you an equivalent amount of C/OOD Platters. Its the best we can manage for now.

Special Thanks To:

Ed Connell for his continuing work on Zeta Gundam
Rich Arnold for Zeta Battlebot (He did it before he was kidnapped)
Scott Frazier for the cover and all the Urusei Yatsura synopses and illustrations
Michele Cox for putting up with us using her computer and helping out with all the typing
Toren Smith and the Baycon '86 animation book for the synopses we used (and changed)

C/OOD Platter is a montly publication for the benefit of the Cartoon/Fantasy Organization of Denver. This issue (#8 August 1986) is a product of ESAD publications - a subsidiary of FOAD Multinational, and is brought to you by the twisted minds of your C/OOD staff. Any similarities between persons, real or animated, is purely intentional. All rights to the artwork, articles, anime characters, and such are returned to the respective studios or persons responsible. No copyright infringement is intended (but alot of fun and silliness is). Permission to photocopy portions of this newsletter is granted so long as proper credit is given. Any errors contained in this issue are the direct fault and responsibility of the C/OO San Antonio staff. They were found hidden in what were supposed to be packages of silliness from them. (Yes, Robert, I do have better things to do than writing your name on the bathroom walls around town. That's why I have Scott do it.) (Sport Billy, eh?)

NOTES FROM THE SERIOUS PRESIDENT OF THE SERIOUS CFOOD ANIMATION APPRECIATION SOCIETY

The thunder rolled across the desolate landscape. The gentle sound of rain passed unnoticed in the dead silence of the blasted land. The sound of my footsteps echoed in the lonely darkness. Alone, all alone, abandoned by all of humanity. Abandoned for a crime too horrible to be recalled. Not finishing my letter from the president on time, missing the deadline. Failing in my sacred duty.... Now it is only a matter of finding the place and the right moment to try and complete the final act. To try for a final time to do something with beauty and dignity at this, the final moments of my life. But what is that? Who comes to intrude on these private moments? Who would dare interrupt such a time of contemplation. It is my cat Blackstar. What is that you say? John is behind schedule and not even ready to receive my contribution even if it were ready? That the Platter may not be done at all? My duty is clear. I must put aside thoughts of personal honor for my duty to the ship of state, the CFOOD must not fall to the hands of barbarians such as (gasp), San Antonio. The fight must go forward, we must prevail. John, my uniform, my computer, onward, it is the Quest! Send the Horse on, finish the video interview Mr. Jim (Cecil B. DeMille) Rowland, do new paintings Scott (Chief Author of Bathroom walls) Fraizer (ed. insert (Sport Billy?)), and Richard (Deni) Arnold. We must go forward, to set an example of a truly serious animation society. Forward crew, into the depths of mundania and silliness, spreading serious animation everywhere you go.

Oh, by the way, the current mascot submissions are from Jeff Moser. They are Spandau and Takika. Thank you for your hours of dedication. More submissions are attempting to escape from John, but currently he has them locked up in his room doing slave labor. Send more submissions and they may be able to overthrow the tyrant, it is now your patriotic duty. Freedom for mascots, anima unite! Oh, got carried away there for a minute.

For all those techi types out there who want to play with their computers a new bulletin board has come on line. It is called Toadscape and has a special area called "Behind Anime Lines". John hopes to have the upcoming schedule listed on it and for all those with modems the phone number is (303) 741-5863. Sysop is Eric Brown (yeh).

The mini bulletin will be out this fall instead of this summer as John was misled by San Antonio's secret police, (Editor Interrupt: "For that Robert you shall have to watch 6 hours of nothing but the opening theme songs and credits of Marvel Mania Cartoons, (ARGH 'how horrible', Pres.), I scoff at Sport Billy"). Speaking of that silly organization, the Fun and Games galley proof was stolen by a San Antonio operative and was last seen trying to shoot it out with the Anima police (Zenigata is on the job). Fortunately the answers from last month's adventure are on the back cover. They are #1, the real way for all you boring types, #2 What Hikaru would look like with a real military hair cut, and #3 the way it should have come out if you followed Rich Arnold's instructions exactly. Finally, we are going to put the coming attractions at the bottom of this page where we can keep an eye on it so they can't steal that as well. Look out San Antonio, we are on to you and "seriously" watching!

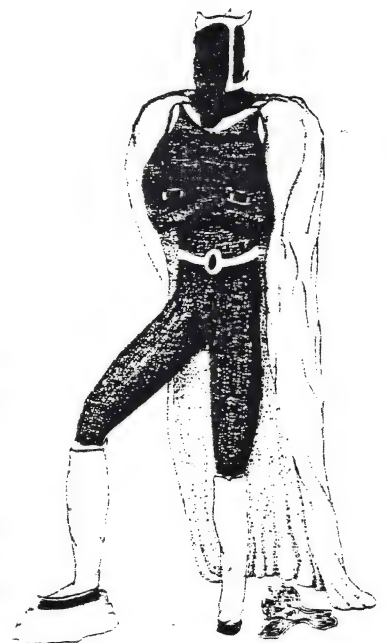
We are trying a few new things this issue. The blurbs at the beginning of episodes are introductory background for new people to help them get on board. What do you think of them and do they help?

Now the time has come for that rotten subject, money. Currently, the cost of each episode of CFOOD Platter is over \$1.00. We still love doing this, and John is still bankrolling it, but this is probably a temporary thing and we need to think of more permanent solutions. What do we want to do? Shorten the newsletter? Charge for it? Please give us your opinions. And Meanwhile, if you win the lottery, we do accept donations of any amount including (but not limited to) a dollar or one million dollars.

Well, exhaustion has finally claimed another promising young mind. These were the voyages of the Mind of Michael Burgess, going where no thought has gone before.

COMING ATTRACTIONS

MORE COBRA, LENS MAN, AND DIRTY PAIR IN THE AFTERNOONS. URUSEI YATSURA II AND ZETA GUNDAM 16-20 AT NIGHT. SCOTT WILL BE BACK FROM JAPAN WITH NEW AND FANTASTIC GOODIES (PERHAPS, MAYBE EVEN A LASER DISK OF CRUSHER JOE?), IN ANY CASE NEW STUFF FOR US TO SHOW (UNLESS CFO SAN ANTONIO STEALS IT FIRST).



Schedule for August 9

2:30	Viewing room opens for set-up
3:00	Lensman Episode 8
3:30	Dirty Pair Episode 1
4:00	Cobra Episode 4
4:30	Lupin III Episode 142
5:00	Area 88 Act One
6:00	Business Meeting/Dinner Break
7:00	Orguss Memorial Volume One
8:00	Urusei Yatsura Episode 1
8:30	Urusei Yatsura One: Only You
10:00	Zeta Gundam Episodes 11-15
12:00	Vampire Hunter D

GALACTIC PATROL LENSMAN: Based upon characters, concepts, and stories by E.E. "Doc" Smith, this space adventure series revolves around the constant struggle between the benevolent Galactic Patrol and the malignant Boskone - alien beings of pure evil intent. Aiding the Galactic Patrol are the Lensmen, an elite corps of special individuals each of which possesses a "Lens". The "Lens" is a product of highly advanced alien technology which endows its owner with many extraordinary abilities. Together they attempt to thwart the Boskone across the universe.

Episode 8 "Britannia's Crises"

Sorry people, another lame synopsis this month (so what else is new) and as the title implies this one has it all and it's all bad. As the episode opens, Van Buskirk is conducting some clandestine activities in the crew quarters. Then a marauding mind controlling monster menaces the ship. In the process of defeating the beast, the Britannia's warp drive engines are damaged and she is forced to set down on a vague excuse of a small planet for repairs. This allows the ever present Boskone a prime opportunity to attack and invade the crippled vessel and thereafter Kimball and the rest of the crew. Things almost look bright for a moment when Chris and Worsel show up for a rescue attempt, until Kimball and friends realize they are headed into a death trap with him and his friends as bait. Some days it just doesn't pay to get out of bed.



Kim



Chris



Buskirk



Worsel

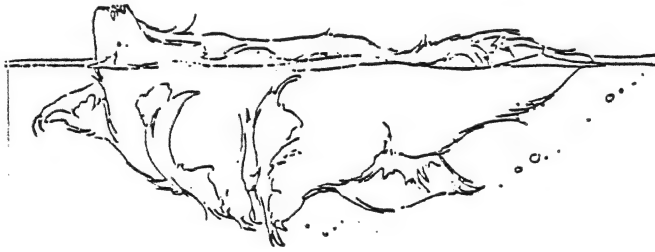
DIRTY PAIR: In the not too distant future, huge populations of people generate large amounts of urban strife which overwhelm governmental law enforcement organizations. A private agency - the World Welfare Work Association (WWWA or 3 W-A)- attempts to fill the gap and boasts "I will solve any problem for you". Their methods are unconventional and unorthodox which makes them tolerated by governmental law enforcement but not well liked. Kei and Yuri are two such WWWA agents who are constantly getting into vast amounts of trouble and occasionally getting out of it. Code named "the Lovely Angels" they are better known to all as "the Dirty Pair".

Episode 1 - "The Computer Learns to Kill"

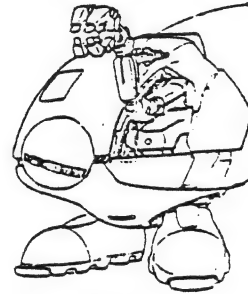
2141 A.D. - Populations are housed in huge computer controlled structures reminiscent of the urban "monads" of Robert Silverberg's "The World Inside". The computer which controls the "monad" which houses our Destructive Duo, malfunctions and goes on a killing spree. It falls on Kei and Yuri to try and stop it. To accomplish this they must overcome numerous problems, the worst of which is that they are mistaken for a pair of female wrestlers. Can the Dirty Pair regain their self-esteem and even if they do, how can they defeat a mad computer and the city it controls?



KEI



MUGHI



NAMMO



YURI

SPACE ADVENTURE COBRA: The Kaizoku Pirate Guild controls all which is illegal and most of what isn't. Powerful beyond belief they conduct their business pretty much uncontested save for one man: Cobra, a space pirate who owes allegiance to no organization, guild or otherwise. These bold actions have earned him the honor of possessing the highest bounty ever offered for an individual on his head. At one time presumed dead, he has returned from hiding with a new armored companion, Lady, and armed with one of the galaxy's most devastating weapons - the Psychogun - Cobra renews his war against the Guild which has vowed to destroy him.

Episode 4 - Shido Penetentiary

Cobra and Jane travel to Shido to look for Jane's sister Katherine. She is gone to the huge flying Shido Penetentiary which is run by a sadistic evil person of unknown name. Cobra discovers from a small mutant on a treaded device (to whom he paid \$1500) that Catherine is indeed aboard the flying prison but he needs to find out how to get in. Jane solves the problem by framing Cobra for a crime. Jane, quite pleased with herself, does not realize that she is followed by the relentless Crystal Boy as she leaves and he captures her.

Meanwhile, Cobra and the other new prisoners are shown why escape is impossible (aside from the prison being in the air). "Bambi" and "Thumper" are the enforcers of the prison and are quite adept at handling escape attempts. Cobra is shown to his cell but doesn't stay there for long. He escapes and finds a computer to get the location of Catherine and ends up fighting Bambi and Thumper. He defeats them and finds out they are actually androids. The warden finds that Cobra is to blame for the android's demise and proceeds to have Cobra squished.

Meanwhile, Crystal Boy has discovered what Jane's tattoo does. Crystal Boy shows up at the prison wanting Catherine. They find out Cobra has escaped and Crystal Boy tells the warden that the prisoner was actually the infamous Cobra. The warden orders an all out search for Cobra. Cobra and Catherine manage to escape and Crystal Boy shows everyone why he is a guild lord and why people only fail him once.



LUPIN III - "Albatross: The Wings of Death!"

This is the 142 episode of the Lupin TV series (second series) and is considered one of the very best Lupin episodes. The quality of animation, the fantastic story, technical accuracy, and visual excitement makes this one of the high points and one of our favorites. It was directed by Miyazaki Hayao, that brilliant director responsible for Castle Cagliostro, the final Lupin episode (another classic), and that all time great Nausicaa. The music was done by Ono Yuji.

LUPIN the THIRD is the world's greatest thief and the great-grandson of ARSENE LUPIN, the famous 19th century French thief. A master of disguise (some say that no one knows what he really looks like), Lupin is unbelievably cunning and resourceful. His weakness is women, especially the delectable Fujiko. (Lupin is played by the voice actor Yamada Yasuo.)



JIGEN DAISUKE is Lupin's right-hand man and a sharpshooter supreme; given anything even remotely resembling a gun, he never misses. Despite his lackadaisical attitude, he is a just and humane man. (Kobayashi Kiyoshi)

GOEMON ISHIKAWA is the third member of the Lupin team. He is the thirteenth in direct descent from the great Japanese thief who gave him his name--Goemon Ishikawa. Goemon embodies the virtues of Bushido, and wields a special sword that will cut through almost anything. (Inoue Makio)



FUJIKO MINE is Lupin's on-again, off-again girlfriend, sometimes helping him, other times double-crossing him. She is also a devastatingly competent thief in her own right. Aside from her capriciousness, she is best known for her spectacular bustline. (In Japanese, "mine" means "mountain peaks".) (Masuyama Eiko)

DETECTIVE ZENIGATA is the seventh generation descendant of the Edo period policeman Zenigata Heiji. He is clever, determined and apparently indestructible--the ideal foil for Lupin. Once a special investigator for the Japanese police, he has since joined Interpol so as to have the freedom to pursue Lupin over the entire globe...which he does.



The (relative) peace and quiet of a country meal is shattered by the sudden entrance of FUJIKO, hotly pursued by forces unknown. She is taken captive, but not before passing a strange item on to LUPIN.

Her captor makes a most thorough search for the item, and although he is angered he instructs his men to keep the loss quiet. Lupin identifies the item as a detonator for an atomic bomb, and tracks down the only factory in the area capable of producing such a device. It is part of the Lonebach Aircraft Museum, owned by DR. LONEBACH.

It appears that DETECTIVE ZENIGATA has heard rumors of Lupin's plans to visit the museum and shows up to head him off. Dr. Lonebach is only too glad to show him every courtesy, and proudly displays his latest restoration job--the ALBATROSS (which bears a strange resemblance to Howard Hughes' Spruce Goose).

In the course of their conversation, Zenigata asks if the Albatross could carry an atomic bomb...

His true identity revealed, Lupin offers to trade the real detonator (not the fake he brought with him) for Fujiko. Dr. Lonebach agrees, but says "Unfortunately, I already phoned the real Detective Zenigata."

The evil Doctor reveals his fiendish plans to Fujiko: the Albatross is actually a flying manufacturing plant for producing A-bombs, which he plans to sell to the highest bidder. Once he has a fortune stashed away, he intends to marry the lovely (and unwilling) Fujiko.

Lupin escapes, and arranges the trade with Dr. Lonebach. However, the determined Detective Zenigata soon has Lupin in his custody. Lupin tries to warn Zenigata that the device is a detonator for an A-bomb, but Dr. Lonebach convincingly claims that it is merely a spark plug for one of the Albatross' engines.

The action unfolds fairly understandably for a while, including Fujiko's amazing escape and single-handed destruction of about half of Lonebach's men. Zenigata has to content himself with nabbing Dr. Lonebach, and leaving Lupin free (for the time being). Finally, Lupin makes the world a little safer by relieving Fujiko of the A-bomb plans, and all's well that ends well.

AREA 88 ACT 1: "The Blue Skies of Betrayal"

SHIN KAZAMA is a talented young pilot. He excels in flying school, and he and his friend KANZAKI are selected for scholarships in France. While there, Kanzaki gets Shin drunk and forces him to sign up with the Modern French Foreign Legion. As a result, Shin has to spend three years fighting in a small mideastern country named ASLAN.

Shin reminisces about meeting his girlfriend, RYOKO, for the first time. The daughter of the owner of the Yamato Air Lines, she at first mistook Shin for a porter. Despite this unpromising beginning, they were soon in love.

Shin has swiftly grown to hate the killing in Area 88, but as his commander SAKI VASHTAL says, "There are three ways to leave Area 88—One: You can somehow survive the three years. Two: You can build up a credit of \$1,500,000 by destroying enemy tanks and planes, etc. Three: You can somehow escape. But this place is heavily guarded."

Meanwhile, back in Japan, Kanzaki reveals his plan to marry Ryoko, and thereby become rich. But Ryoko (despite pressure from her father) refuses to marry until she finds out what happened to Shin (who has not been allowed to contact the outside world since he was press-ganged).

Shin only needs one more fighter kill to make his buy-out money, but he runs out of ammo and sustains a missile hit from the enemy. He makes it back to base, but crashes the plane on landing.

When he is told he now owes \$5,000,000 for repairs, he explodes in rage and frustration. Now he is farther than ever from any hope of returning to Japan and Ryoko.

ORGUSS MEMORIAL VOLUME ONE - "Moohm's Dream"

The little girl android MOOHM explains about the world she lives in—after the explosion of a "space/time" bomb, one hundred alternate worlds were combined as one. The two leading races are the peaceful EHMAAN, and the warlike CHIRAM.

Moohm is in love with KEI, a soldier from Earth who was caught in the explosion and transported through time to this world. He is "adopted" by a group of gypsy Ehmaan and helps them fight off the enemy Chiram forces, who would love to get ahold of Kei and his valuable military knowledge. Kei is fond of MIMSEY LAARZ, a seventeen year old Ehmaan girl. Mimsey, however, is ambivalent in her feelings towards Kei.

After enduring a rather painful display of affection from Moohm, Kei battles the Chiram with his usual success.

Mimsey plays a game of tennis, and Kei is subjected to some racial prejudice from Mimsey's Ehmaan boyfriend, SLEAY. Kei finally gets disgusted with the whole thing and tells the Ehmaan to work it out amongst themselves.

Moohm is still solicitous about Kei's burn, although Kei doesn't seem to appreciate her concern. She has been spying on Mimsey and Sleay, and she takes Kei to listen. Sleay is astounded that Mimsey could like an alien creature, but she replies sharply, saying that she likes Kei a lot--she might even love him.

Mimsey finds Kei brooding in the corridor, and says that if he wants to talk, she'll be in her room. But when Sleay knocks at her door, she mistakes him for Kei...and the two talk about the past. Finally, he blocks the door sensor with his pendant, effectively locking it, and says, "You'll just have to be happy by yourself."

When the Chiram next attack, Sleay is injured, and Mimsey nurses him back to health. Even Kei grudgingly admits that Sleay "did a good job."

The giant aircraft ORGUSS hides from the Chiram, using SHAYA's jamming device, and Sleay's condition continues to improve. Shaya is pleased to see Mimsey and Sleay back together again, and suggests that perhaps Mimsey shouldn't see Kei anymore.

Moohm is still ignored by Kei, who goes to give Mimsey a hand with some offloading. Mimsey asks Kei how he feels about Moohm, but he just laughs--"Hey, I don't have a 'Lolita complex,' you know. Why do you ask? Are you jealous?" Just before he leaves, he finally tells Mimsey that he loves her, but she replies sadly, "I can't return your feelings right now."

In a spasm of insensitivity, Kei asks Moohm to sound out Mimsey's feelings for him. Poor Moohm makes excuses, saying that the war is on and they have no time for such things. "Anyway, you can just go ask her yourself!"

JABI tells Kei the truth--that Moohm is hopelessly smitten with love for him--and so Kei heads off to talk with her. Instead, he overhears her and Mimsey talking about him. Mimsey claims she doesn't really like Kei; in fact, she's trying to give him up. "You're lying!" claims Moohm, suspiciously. "Honest," reveals Mimsey, "I'm not really serious about him; he has maybe 2% of my feelings..."

This news does not sit well with Kei, who rages, then shrugs, "Ah, well...I have more important things to worry about."

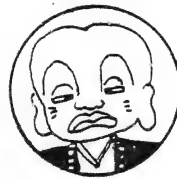
Ataru Moroboshi--Ataru is one of the most lecherous men ever. He actually does love Lum more than any other girl, but he just cannot keep his hands off other women.



Ten--Jariten is the cousin of Lum who came to Earth in pursuit of Lum. He is a little boy who can fly and breathe fire (usually at Ataru) when excited.



Cherry--Also known as Sakuranbo, Cherry is a mysterious Buddhist monk who appears and disappears unexpectedly and acts very unpredictably. He tends to appear where there are strange supernatural happenings or anywhere where there is food.



Shutaro Mendo--The son of the extremely rich and powerful Mendo family, Shutaro is the greatest rival of Ataru. He wants Lum because she is the only girl who ever really resisted him and he pays no attention to Shinobu's advances.



Megane and "Lum's Defenders"--Megane (translated as "glasses") and three other High School friends are all quite enthralled with Lum, but Megane is by far the worst. Throughout the movies and series, they plot and plan to get Ataru in trouble (usually succeeding).



Sakura--"Cherry Blossom" is the niece of Cherry, a priestess capable of spiritual combat, and the nurse of Tomobiki High School. She is beautiful and mysterious.



Lum--Beautiful and sexy Lum is the daughter of the leader of the planet Urusei. She can fly, has fangs, horns, and can deliver huge electric shocks which are normally aimed at her unfaithful "Darling." She is extremely possessive about Ataru and cannot stand other women showing interest in him.

Shinobu--In the first part of the series, Shinobu is Ataru's girlfriend but she eventually gives up and starts chasing Mendo. She is a little girl, but she has phenomenal strength.

Oyuki--Oyuki is the queen of an ice planet. She is very taciturn and calm. When she becomes angry, she can use her powers over ice and snow to overcome most any problem.

Benten--Benten is Lum's best friend. She enjoys a good fight and swears all the time. She is also very strong and foul tempered.

Lan--Lan was Lum's childhood playmate (who tended to get punished for the things Lum did) and one of the aliens who stay on Earth. At first she tries to get back at Lum for taking Lei away from her, as he is the only boy she ever really loved. Her kiss can drain the life from a man and she is usually armed with many hidden and horribly destructive weapons. She is actually very nice and sweet but has a very short temper.

Ataru's Parents--Mr. and Mrs. Moroboshi are the parents of Ataru and sometimes they wonder if this is good. Mr. Moroboshi is usually reading the paper and Mrs. Moroboshi is usually on the edge of a nervous breakdown.

Lei--Lei is the former fiance of Lum and is also from Urusei. Lan has a massive crush on him but he doesn't even notice her. He loves nothing more than eating. He can also change into a huge tiger-cat creature sometimes at will and sometimes not.

Princess Kuramihime--Kuramihime (Also translated as Kurama) is the princess of a tribe of crow-like aliens. They are constantly trying to find her a "perfect" match (after which she will become their queen). She has attempted to get every major male character of the series as her mate.

Father and Mother of Lum--Lum's father is the leader of the planet Urusei's military forces. Lum's mother is his wife and advisor.

Space Taxi and driver--The Space Taxi and its driver show up every so often throughout the series. The Taxi driver is a bumbling fool who tends to make all sorts of mistakes but they usually turn out for the better.

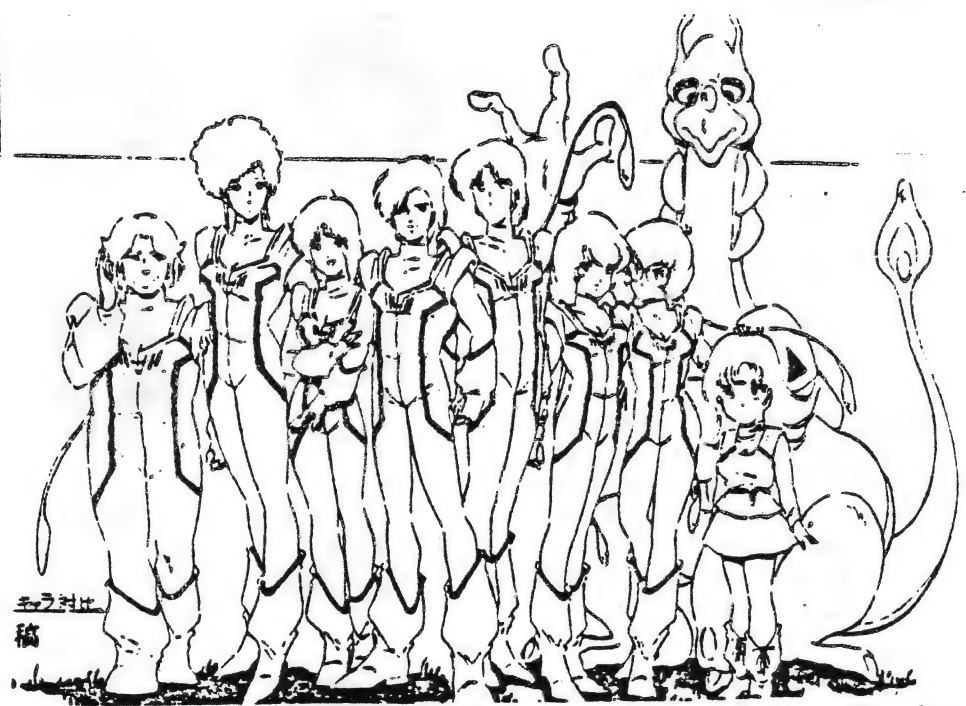
The Fish Headed Alien--This creature must be some sort of mascot for the studio or something as it makes a brief cameo appearance in every movie and episode of the series without actually being part of the plot.

The Chiram attack just as the Orguss is about to cross one of the trans-dimensional borders. There is concern that Kei will not cross the border with them, which would result in them being separated in time and space. Simultaneously, there is some sort of space/time vortex disturbance, which is dangerous enough to send even the kill-crazy Chiram scurrying for cover.

Moohm was out collecting a special fruit for Jabi, and Kei risks everything to return and collect her from the heart of the storm.

When Kei is apparently lost, Mimsey panics and blames herself for his recent reckless attitude, and this final result of it. But Kei and Moohm are safe, and everyone is relieved.

Kei even seems to muse to himself "Well, I guess I like Moohm a bit..." But, as Moohm reveals, "I must tell you, though--this is only my dream..." Char. Design...Mikimoto Haruhiko



Leegh Shaia Mimsy Kai Sleay Maaie Lieee Jabby Mhoohm

URUSEI YATSURA - A Note of Explanation

Urusei Yatsura (pronounced OO-ROO-SAY-EE YAT-SOO-RAH also, remember there is no difference between R's and L's in Japanese. The letters sound like rolled R's or sometimes soft D's) is one of the silliest and strangest animated shows ever to come out of Japan. It is also one of the most popular and well loved. Rumiko Takahashi created Urusei Yatsura (translated as "Those Obnoxious/Annoying/Noisy/etc. Aliens") for a black and white (Manga) series. In 1982, it was animated and ran until just recently. There are 218 episodes, 4 feature-length movies, 2 music video collections, and so much other merchandise, it is almost impossible to describe it all.

URUSEI YATSURA - EPISODE ONE - "I'm Lum the Notorious"

The episode opens with a baseball game during which we meet our hero, Ataru Moroboshi, and Cherry (who tells him he has the 'mark of doom' on his face). Ataru is captured by government agents then taken home. He cannot figure any of this out until his parents show him a huge alien sitting in the living room.

The aliens from the planet Urusei have decided to invade the Earth but if Ataru, Earth's champion (picked at random by a computer), can defeat their champion, then they will leave. The aliens' champion is the leader's daughter, Lum. She is quite a sight and makes the most of her tiger skin bikini, and Ataru can't wait to get his hands on her. The contest is that Ataru has ten days to grab her horns. She tells him it will not be easy but he is undaunted. Although they try to keep it secret, the press show up and the whole world knows.

Ataru is ready for the contest the next day and when the starting signal is given he dives for Lum who, to his surprise, can fly! Ataru cries foul and says nobody said she could fly. Lum replies that he never asked and runs away. For the next eight days, Ataru almost kills himself to get at her, but to no avail. On the night before the last day, the press interview various people, all of whom doubt Ataru will win. Ataru himself doubts he can win, but Shinobu tells him that if he does win she will marry him. This is reason enough for Ataru to continue.

The next day the two champions face off and Ataru uses good old Human ingenuity finally to win. As Ataru stands holding her horns he says "Now we will be married!" Lum thinks he is referring to her and accepts his proposal. Ataru tries to deny it but the press overheard the offer also. Shinobu is none too pleased about this and leaves. Lum calls him "Darling" (the first of many, many times), and warns him about what will happen if he doesn't marry her. The episode closes with Cherry remarking that he definitely has the signs of bad luck upon him.

URUSEI YATSURA ONE: "Only You"

Prologue: Two six year olds are playing a game in a park at sunset. The little boy is trying to step on the little girl's shadow. When he accomplishes this, she tells him that where she comes from stepping on a girl's shadow means the boy will marry her. She tells him that she will return in 11 years for him, then is whisked away by a spaceship.

As the opening credits roll, a "postman" delivers wedding invitations to all of Ataru's friends (who are obviously not too happy with this). On the way to school everyone is talking about Ataru abandoning Lum to marry some girl named Elle (pronounced Ei). Ataru and Lum do not know what is happening around them.

Megane sends a letter to Ataru telling him that there is a beautiful girl who will be waiting for him in the belltower after school and of course Ataru cannot resist. Megane and friends torture Ataru, trying to get information about who Elle is, but Ataru has no idea who they are talking about. Shinobu comes in and is about to beat Ataru to a pulp when Lum shows up to defend her "darling". Ten shows her one of the invitations, and Lum deals with Ataru in her usual way. Mendo shows up with his private army to defend Lum's honor. As everyone argues, there is a huge disturbance in the sky. Rose petals drift down on Tomobiki High School and Mendo's army. A huge spaceship comes down and the envoy from Elle's planet emerges. Ataru, enchanted with the girl (who he thinks is Elle) and also to get away from his friends, runs up the stairs to her. Babara, Elle's wizened old nanny, tells Ataru to prepare for they will come for him the next day. She puts a force field around him to protect him from Lum's power attacks. Lum protests but ends up flying away depressed.

Lum meets Benten in a Yochinoya restaurant (a Japanese fast food place), and Benten tells her to make the first move. Lum decides in order to keep Ataru away from Elle that she will marry him first, so with the help of Benten and the Space Taxi, she kidnaps Ataru and all of his friends and family and takes [off?] Out by Saturn, they meet up with Lan and Oyuki who are in Princess Kuramahime's ship. Lei comes along in a fighter and shows them where the ship from Urusei is (out by Pluto).



Ataru



Lum

The force field around Ataru is finally destroyed and Lum can touch her darling once more. Meanwhile Ataru's and Lum's parents have been planning their marriage. (Ataru and Lum have been living in the same room for over a year, so it is only proper they finally marry.) Ataru relents and everyone is very happy.

Ataru and Lum are sitting on an observation deck looking out into space when Lum shows him two matching "Tiger Star" rings, whose purpose is quite obvious. After a few zaps, she finally manages to get the ring on his finger and tells him that she will cook him if he ever takes it off. Ataru yells that he wants to marry Elle, and Lum decides to lock him up until the wedding. Suddenly the Urusei ship shakes and Elle's mothership warps in. Lei leads a squadron of fighters out to take on Elle's fighters. Unknown to everyone, Elle's spy, the Nanabake (quick-change) Rose was hidden in the Space Taxi to kidnap Ataru, and now she emerges. As Ataru and Lum fight, Nanabake sneaks up on them and uses her wooden mallet on Lum, then grabs Ataru. They get aboard a ship (which happens to have all of Ataru's friends on it) and prepare to escape. Not realizing the communicator is on, Ataru thanks Nanabake Rose for saving him from Lum. Lum's father, the crew of the Urusei ship, and all of Ataru's friends overhear this as they take off. Lum wakes up and takes a fighter (which was under repair) and takes off after them. The ship explodes but Lum escapes in an emergency bubble. Ataru is relieved that Lum is safe, but when Rose questions him, he tells her he really doesn't care about her.

As they ride on an elevator down to Elle's planet, Megane whines about all the wonderful food they have left behind on Earth, and even though Ataru points out a sign for a Yochinoya restaurant, he is still depressed. Ataru then reveals his master plan: to create "the Ultimate Harem of the Universe" and to have Megane as a guard.

Elle and Ataru are reunited and she tells him that she likes him because he was the one who chose her instead of her taking charge. As Ataru and Elle walk in a garden, Megane dreams of being a harem guard. When he sees Elle, Mendo decides he will be the one to marry her instead of the foolish Ataru. He is very surprised when Elle asks him to meet her later that night, alone. Mendo accepts her invitation and she takes him to a secret chamber—a chamber in which she has cryogenically frozen all of her past lovers. She wants Mendo to have the honor of being the one hundred thousandth! Unbeknownst to them, Ataru and the others have followed them, and Shinobu comes to the aid of her beloved Mendo. Elle's soldiers capture everyone and Elle asks Ataru why he wants to escape. Ataru cites her collection of lovers. She decides to lock her "Honey" up until the next day's wedding. Meanwhile, Lan, Oyuki, Benten, and Lei plan as Lum dreams of Ataru.

Ataru is imprisoned with Ten and Ten chews him out for the way he treated Lum. Ataru is feeling very bad and wants to go back to Lum even though she can be a little harsh at times.

Thousands of creatures from all over the universe come to see the wedding the next day. Nanabake Rose is sitting in a bar drinking when she looks at the T.V. interview of a mysterious wedding guest. Ataru and Elle arrive and the ceremony begins.

Benten and Oyuki create diversions as Princess Kuramahime releases all of the frozen men. Meanwhile, Lum breaks into the wedding. Ataru and Lum rush to each other and embrace as all of Elle's past lovers smash their way into the building. Benten arrives with the Space Taxi to help them escape but Elle will not give up. The Taxi Driver hits the "Time Warp" switch instead of the normal drives and they are whisked back in time.

They find themselves on the playground where little Ataru is chasing little Elle and trying to step on her shadow. They watch the children play until the moment when Ataru jumps on her shadow. Everyone gathers around to discover that he had actually missed by less than an inch! Ataru is thrilled to find this out but Elle is crushed. They all warp back to normal time and Elle sullenly walks into her elevator and leaves.

After some time, the Space Taxi lands on Urusei and the tired passengers get out, only to discover...a wedding set for Lum and Ataru!

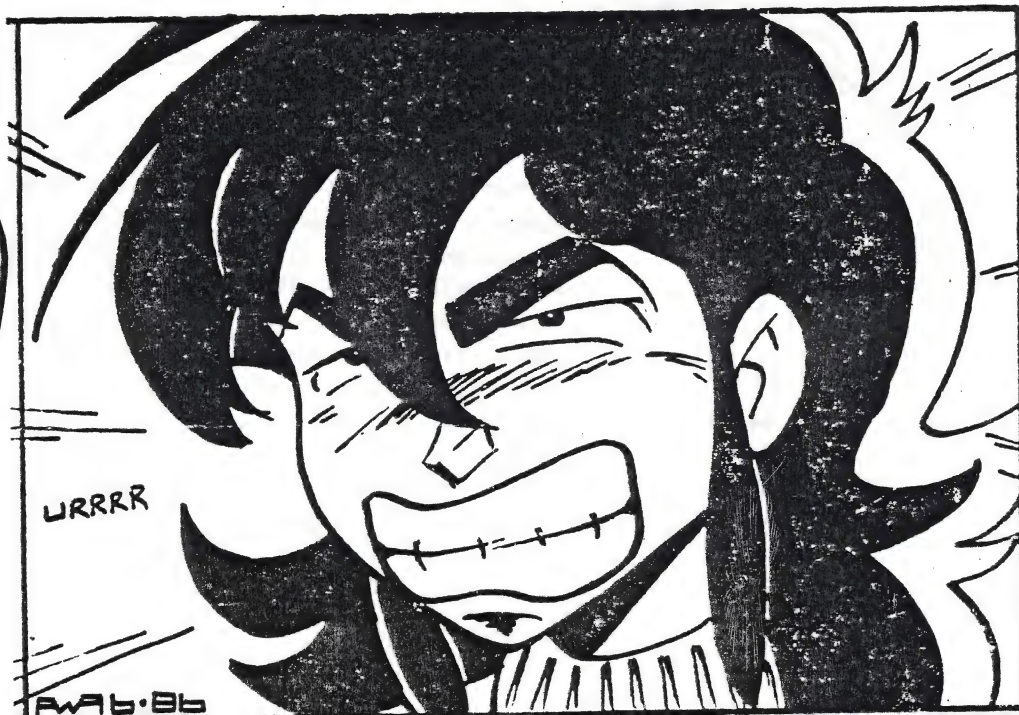
What will he do now?



Princess Elle

I CAME HERE TO SEE
THE DIRTY PAIR—

AND YOU'RE SHOWING
MINKY MOMO!?!?



1) Camille Bidan: Participated with AEUG (Anti-Earth United Government) (pronounced YUGO) on Green Noah One (Side 7) in the taking of a Gundam Mk II by force. He is the pilot of Gundam Mk II.

2) Char Aznable: (Pronounced Shar) A captain of the Federation Army and a member of AEUG. At the present time he is introducing himself as Quattro Bajina.

3) Gerold Mesa: First Lieutenant of the Titans. There is some rivalry between him and Camille.

4) Bright Noah: One time captain of White Base. Participates with AEUG but is initially sent to defeat the Ahgama.

5) Rekoa Rondo: An AEUG ensign. For the most part she performs spy operations and other similar tasks. She is taken in by the crew of the Ahgama.

6) Emma Shin: A First Lieutenant of the Titans. Unable to tolerate the dishonorable plans of Colonel Bask, she changes over to AEUG.

7) Amuro Rei: The original pilot of Gundam Mk I during the One Year War and the strongest New Type at that time.

8) Katsu Kobayashi: Former White Base Crew and Gang of Three member. Taken in by Frau. Wants to go into space.

9) Kikka Kobayashi: Former White Base Crew and Gang of Three member. Frau and her husband Hyatt took her in as well.

10) Retsu Kobayashi: And yet another former White Base Crew and Gang of Three member. Also taken in by Frau (a glutton for punishment) who has taken the Kobayashi family name.

11) Frau Kobayashi: Former White Base Crew member, but never a member of the Gang of Three. In the old days of Gundam, she associated with and eventually married Hyatt Kobayashi (notice all the same last names? Makes you think that they are related, doesn't it?).

12) Hyatt Kobayashi: Former White Base Crew member and currently a member of Karaba. Commands the Audomra. (No this is not a family show.)

13) Rozamia Eadam: Strongly influenced (conditioned) by the Augusta New Type Research Institute. She pilots the Variable Model Mobile Armour Gaplant.

14) Susan Burtank: A major in Earth's Federation Army. He pilots the Variable Model Mobile Armour Asshimar with which he attacks the Ahgama crew.

15) Beltorchika Elma: A member of Karaba as well as Karaba's liaison in charge on the Audomra. She spends most of her time all over Amuro (she likes him).



I-Gundam Mecha

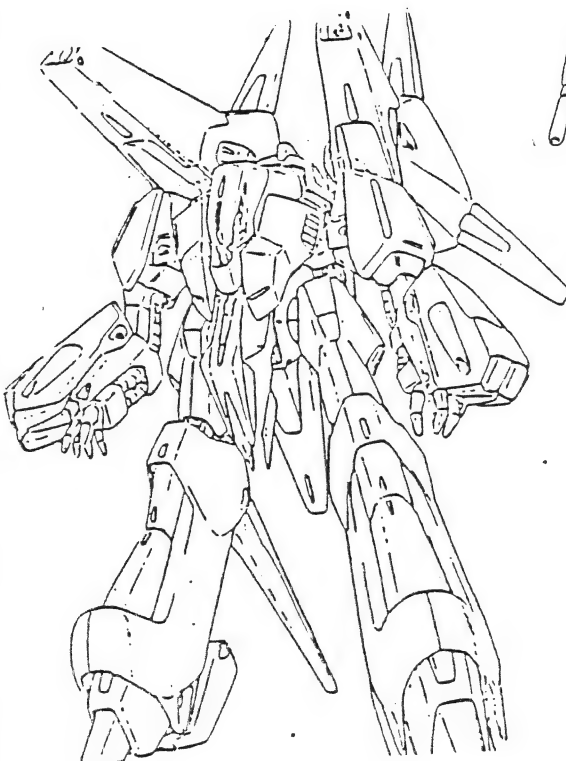
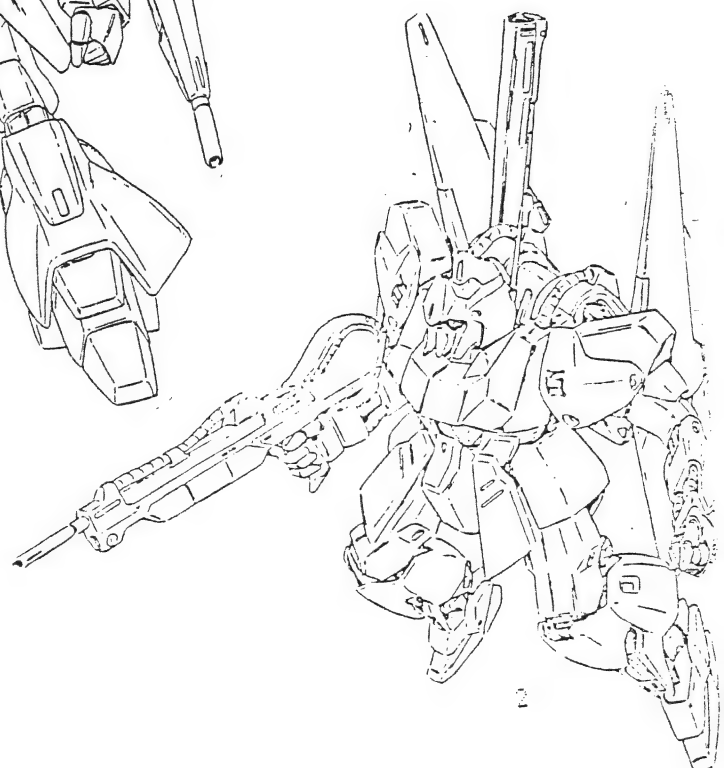
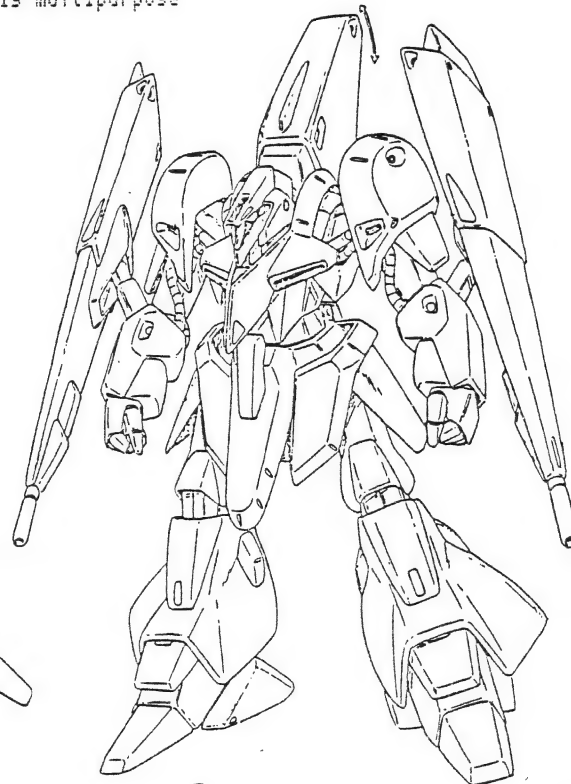
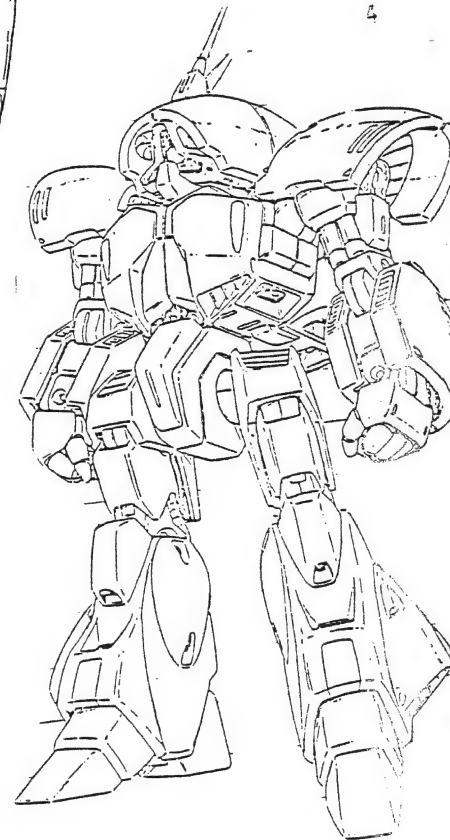
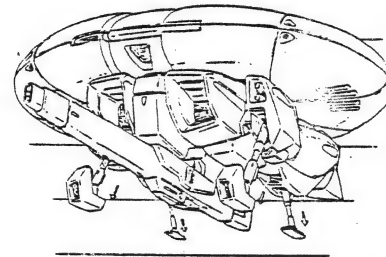
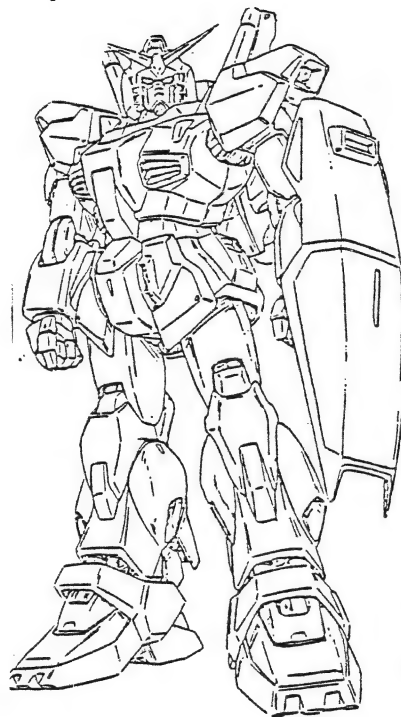
1) RX-178 Gundam Mark II: The Mobile Suit of the colonies of the Federation Army. Built to replace the RX-78 Gundam Mk I

2) MSN-00100 Hyaku Shiki (100 Shiki): The name of this Mobile Suit means type 100 and it was developed by Anaheim Electronics. Char is the primary pilot.

3) PMX-000 Messala: This convertible mobile armor is boasted to have an energy output equivalent to the gravitational pull of Jupiter. Shirokko not only developed it but pilots it as well.

4) NRX-004 Ashtimar: This is probably the variable model mobile armour of the Air Army. Buran is the pilot and his return to power is blocked by Amuro.

5) GRX-005 Gapiant: The expense of this machine is attributed to its variable abilities and durability. A larger thrust, and therefore speed, can be added by installing a booster. Rozamia drives this multipurpose mobile armour.



MOBILE SUIT ZETA GUNDAM: It is the future and man has followed a normal progression into space. Huge colonies made from asteroids or of "O'Neil" configuration (referred to as "Sides") orbit the Earth. In the year 0079 (Universal Calendar), a war for independence was fought between the governing forces of Earth and the militaristic populace of Side Three. During the course of the war, anthropomorphosized Battle Armor were used for the first time by both sides. Well adapted for use in outer space, the "Mobile Suit" was soon adopted by both sides as the accepted vehicle of space combat, and soon both sides were busy improving and specializing new designs. Throughout all of this, a new strain of humans was emerging. These "New Types" possess psychic abilities (mostly premonitionary and telepathic), and an affinity for operating machinery, especially Mobile Suits. Their powers drastically increase in the presence of other New Types and they seem to be even more heightened in combat. By the end of the One-Year War (original Gundam series), Earth emerges the victor although both sides have heavy losses. Seven years of strict Earth control of the colonies and increasing amounts of anti-Earth sentiments foretell a new war of independence which is looming in the near future.

ZETA GUNDAM Episodes 11-15

Episode 11 - "Plunge Into the Atmosphere"

After initial planning, the crew of the Aghama works steadily ahead on the preparations for the Jaburo Landing Operation. Former White Base Captain, Bright Noah, is appointed to the office of Captain of the Aghama. The invasion operation begins, with the Aghama as the flagship, with the Mobile Suits taking off one by one. The pilot that returned from Jupiter, Paputimas Shirokkan, leads a surprise attack against the invasion force. Emma turns back to confront the surprise attack. The increased mobile nature of Gundam MK II with the flying armour rigging helps Emma's Rick Dias to drive away the surprise assault force. Shirokkan dislikes the pull of the earth's gravity and its influence on space battle so he pulls out. The Alexandria had also launched another Mobile Suit squad that is better prepared to handle the battle in that region of space. Because of the loss of the right arm of Emma's Rick Dias, she has to abandon the re-entry and reboards the Aghama while watching AEUG's Mobile Suits begin to descend into the atmosphere. One by one, the re-entry protection chutes open to protect the falling Mobile Suits. Kakurikon in his Marasai Mobile Suit continues to pursue the Mark II with its flying armor but is interrupted by the automatic deployment of the chute. Due to the deflection caused by the flying armor, Kakurikon's chute is damaged, ripping away and he falls to a fiery death.

Episode 12 - "Winds of Jaburo"

As the AEUG Mobile Suit unit completes the landing of Jaburo, they begin the raid. The Federation Army ambushes the AEUG unit and soon thereafter, the Titans join in, but during this battle, chaos is the order of the day. Because the people still at Jaburo felt they had been betrayed by the Federation Army, it is only a short time before it becomes under the control of the AEUG. Because of the war potential of the base, the Federation army decided to transfer all of the major equipment away before the invasion took place. Furthermore, the AEUG was able to learn from a Federation army officer taken prisoner, that an underground time-bomb was started at the core of Jaburo when all of the confusion started. While the time to the explosion advances, Gerold in a Marasai is defeated by Camille. After the battle, Camille, using New Type perception, rescues Rekoa and Kai. All of the people left at Jaburo are crowded aboard a large transport plane, named Garunda, in order to escape the rapidly approaching detonation time. The Garunda takes off while the battle continues on the ground to prevent the escape. Shortly after take-off, a large mushroom cloud rises where Jaburo once was, from a nuclear explosion. As the transport flies on, it is soon joined by another plane, piloted by Hyatt Kobayashi, the former Guntank Pilot.

Episode 13 - "Shuttle Launch"

Far to the north of Jaburo, specifically Cheyenne, Wyoming, Amuro Rei is under house arrest at a great mansion. While there, he is visited by some former White Base crew and friends, Frau, Katsu, Retsu and Kikka. They have stopped to visit while flying to Japan. Katsu feels contempt towards Amuro because of Amuro's insistence on not participating in space operations. Meanwhile, at Kennedy Space Center, Char and Hyatt begin preparations for transporting crew and equipment for a return trip to the Aghama. Kai, before leaving for the space shuttle, leaves a note for Hyatt, informing him that he is sure that Quattro is really Char. In order to determine the truth, Hyatt confronts Char with the note. Char denies this and when Camille confronts him, Char proclaims, "I am now Quattro". As arrangements for the shuttle launches continue, Apori is assigned as Captain of a shuttle. Just before the launch, Buran, a Federation army

officer, piloting the variable-Mobile Armoredship Asshimar, surprise-attacks the space center, destroying one shuttle. Camille and Char launch against the ambush. During the battle, Robert's Rick Dias is destroyed. The Asshimar breaks off the attack when the shuttle is launched.

Episode 14 -"Amuro Again"

In spite of being under supervision, Amuro goes to the airport, Amuro and Katsu escape by taking over a transport plane and intend to join Hyatt aboard the Audomura. As this is happening, the Audomura is attacked by Rozamia Badam in her variable Mobile Armor Gaplant. Camille becomes distressed because of the battle with the Gaplant. The Gaplant is powerful and dangerous and only with Char's backing are they able to repulse the attack. Because of this, Camille is given some free time to relax, but shortly after, Buran in the Asshimar attacks the Audomura again. The Mark II and Hyaku Shiki retaliate, while on the bridge of the Audomura, they watch to see if the Asshimar gets through the battle. The battle ends with Amuro repulsing the Asshimar with the transport plane he is flying. Camille, with the hand of the Mark II, picks up Amuro who then meets his former enemy, Char.

Episode 15 -"Katsu Into Battle"

Amuro and Katsu link up with the Audomura. Amuro's life on the Earth has removed much of his fighting spirit. This weakness of Amuro serves only to anger Katsu. Another organization in league with AEUG, Karaba, sends a liaison to the Audomura. Her name is Veltorchika Eima. She brings information with her which says there is a possibility of returning three Mobile Suits back to the Ahgama. Rozamia returns to raid the Audomura again. Katsu, without authorization, goes into the battle in the Mark II. Amuro is disturbed by his inability to go out and rescue Katsu. This causes feelings to return to the surface, the beginning of the return of his fighting spirit. Camille and Char attack the Gaplant. Katsu redeems himself for causing the crisis and helps to defeat the Gaplant with the use of a surge of New Type ability. Because of the battle results, Hyatt accepts the change in Katsu. The story ends with the Audomura changing course towards Karaba's base.

VAMPIRE HUNTER 'D'

It is 12,000 years in the future and the world is divided between the vampire aristocrats, the humans, and the mutants.

While out patrolling her land, DORIS destroys a marauding mutant. She is powerless against COUNT LEE, the area's vampire aristocrat.

The mysterious vampire hunter known only as 'D' rides out of the storm, and is tested by Doris. She finds his abilities satisfactory, and asks him to kill Count Lee for her. She has no money, but she can offer three meals a day and her body.

The next day in town, GUREKO asks for a word with Doris. He has somehow discovered that she has been bitten by the Count, and offers to hire a vampire hunter for her...if she will finally consent to marry him. She refuses, so he reveals her secret to the town, resulting in a meeting by the elders to determine her fate.

By ancient law, people who are bitten by vampires are supposed to be quarantined--but the town facility maintained for that purpose has not been used for 50 years, and is now uninhabitable. Also, as the town doctor points out, the last local girl to be so confined committed suicide. The Count (who had wanted her as a mistress) then took revenge on the town and killed thirty people.

'D' finally speaks up, saying, "Why don't you wait until after I kill the Count before you make plans?" However, the prevailing opinion is that Count Lee cannot be killed. Doris swears that if 'D' fails, she will kill herself and let the Count take his revenge on the town once again.

Word of Doris' condition has spread like wildfire amongst the townsfolk, and they refuse to have anything to do with her. 'D' offers words of encouragement to Doris' brother DAN.

'D' examines a sword once owned by Doris' father and is spoken to by a mysterious voice, which says, "You have not been yourself lately...are you in love? That would be strange, indeed, for you have never before thought of anything but killing vampires."

Doris thanks 'D' for his help, and tells him that Count Lee is at least 5,000 years old maybe even 10,000. "He could be a difficult opponent, then," muses 'D'.

When the house is approached by the forces of evil, 'D' puts Doris to sleep with a touch and faces the attack alone. Count Lee plans to marry Doris, and has sent both his daughter RAMIKA and one of his retainers REIGIN, to

collect her. Ramika doesn't want her father to marry a commoner and therefore intends only to kill Doris, in direct defiance of her father's orders.

Reigin's mutant power allows him to curve space--as 'D' quickly discovers. Seeing how quickly 'D' recovers, and spotting the jewel on his belt, Ramika realizes 'D' is a "Danpiru"--half human and half vampire. She and Reigin retreat for further orders, as a danpiru is not to be trifled with.

Count Lee is surprised and intrigued, and plans to draw 'D' into his castle. Ramika has been confined to her room where she prays to Count Dracula (who is now considered a god by the vampire aristocracy). "My father must never marry a commoner!" she swears.

'D' fights his way into the castle, but is trapped and held by the Count's three Lamia (snake women).

The doctor warns Doris not to fall in love with 'D', saying, "He has his own fate to follow." Count Lee's forces show up and collect Doris, taking her to the castle.

There, the Count informs her that they will be married tomorrow, "And don't expect your precious vampire hunter to save you." The Lamia continue their efforts to extract 'D's soul. Most people only last for about 2 or 3 minutes, but he has lasted for over three hours. "Only because he is a danpiru," says the Count. Doris is horrified to discover that her beloved 'D' is half-vampire.

'D' escapes the Lamia, and is taunted by the mysterious voice (actually produced by a wierd symbiont living in his left hand) for not being able to control the vampire side of his nature. 'D' is annoyed: "Silence! Or I'll cut off my arm and say goodbye to you!"

'D' and Doris escape the castle, but Count Lee is far from finished. He sends Reigin a special weapon: the "Time Deceiver Lamp."

Dan is kidnapped, and 'D' is commanded to come to the castle alone, if he wants Dan back. 'D' realizes it is merely a plot to separate him and Doris, for without his protection, she would be easy pickings for the Count's servants. Still, nothing else can be done.

Reigin faces 'D', but the secret weapon seems to be a dud; or a fake.

The doctor has found a safe sanctuary for Doris but he is not as he appears to be. In fact, he is a spy for Count Lee. Ramika intercepts him, and intends to kill Doris, but Gureko has stolen the real 'Time Deceiver Lamp', and subdues Ramika. He plans to destroy the Count with it and then loot the castle, following which he will seize power and marry Doris. However, his reign is short. Ramika is astonished that they plan to let her go. "The strong should rule--this is the law of the jungle!" she claims. But 'D' says, "Your ancestors would not agree. Things have not always been as you see them now."

Doris tells 'D' that her father was a vampire hunter, but he was forced by the townspeople to fight Count Lee and was killed instantly. She is afraid that a similar fate is in store for 'D'. He sees her neck, and is tempted to bite. Doris says, "Go ahead...it's all right, if you want to." But he resists, saying only, "I'm sorry."

Reigin comes, bearing the deadly lamp, and this time, it's the genuine article. Reigin laughs, "So much for your immortality!" and kills 'D'. Strangley, Ramika feels his death, too. 'D's symbiont is still alive, and attempts to revive him.

Ramika makes one last attempt to persuade her father not to corrupt their family line by marrying the commoner, Doris. He informs her that she should not be such a snob. After all, she is not pure vampire herself! Ramika, like 'D', is a danpiru, for her mother was one of Count Lee's innumerable mortal wives. "Immortality is so boring," he sighs. "I must amuse myself somehow, after all."

Reigin pleads his case to the count: "I've killed 'D' and been a good retainer. Grant me eternal life, and the hand of Ramika in marriage," but Lee is unimpressed, "You haven't done nearly enough to deserve such a reward! Wait another fifty years, and then we'll see."

'D's symbiont wakes him in the nick of time. Meanwhile, Dan enters the castle, intent on stopping the marriage.

Reigin faces the Count, saying, "I cannot wait 50 years! I will kill you now!" But the Count is not so easy to kill, and he gloats, "I have been enjoying today so much...!"

'D' finally squares off against the Count, and despite being only half-vampire, he proves himself a deadly opponent. At the last moment, Count Lee realizes why: 'D' is the half-breed son of the legendary Count Dracula.

Ramika's foolish pride as an aristocrat refuses to let her leave her family stronghold, and so she disappears along with the castle.

There are many vampires left to kill, and 'D' continues on his eternal quest.

Doris.....Tomizawa Michie

Screenplay.....Kikuchi Hideyuki

'D'.....Shiozawa Kaneto

Director.....Ashida Toyo

Music.....Komuro Tesuya

HER NAME IS ZETA...

BUT HER VICTIMS CALL HER THE

BATTLEBITCH!



PROGRAM
ERROR:

BATTLEBOT

©1986

STORY & SCRIPT: JIM ROWLAND
SCRIPT, STORY & ART: RICH ARNOLD

SO LONG, SUCKERS!

I THINK WE HAVE FOUND OUR THIEF, MY LEADER—

SHE IS RIGHT WITH HER AND MY BATTLEBOT DESIGN, NOT ONLY WILL I STEAL THE SECRET OF UNOBTAINIUM—

BUT I WILL DESTROY BANZAI BOY AS WELL! OUR PLANS FOR WORLD CONQUEST WILL BE UNLEASHED!

MY LEADER, JUST WHAT IS UNOBTAINIUM?

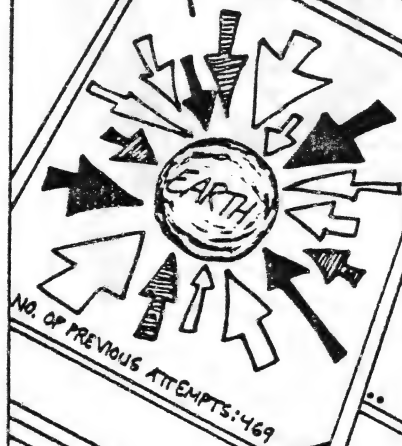
FOOL!

IT IS THE MIRACLE SUBSTANCE THAT HAS INFINITE STRENGTH, BUT FINITE WEIGHT...

$E=mc^2$
 $\gamma = \frac{1}{\sqrt{1-\frac{v^2}{c^2}}}$
 $E = \gamma mc^2$
 $\gamma = \frac{1}{\sqrt{1-\frac{v^2}{c^2}}}$
 $E = \gamma mc^2$
 $\gamma = \frac{1}{\sqrt{1-\frac{v^2}{c^2}}}$

IT IS A SYNTHETIC LACQUER LIKE MATERIAL THAT ADHERES TO METALS OR PLASTEEL. IT RENDERS THAT OBJECT INVINCIBLE!

HOW DO YOU THINK BANZAI BOY HAS FOUGHT OFF SO MANY ALIEN INVASIONS!?



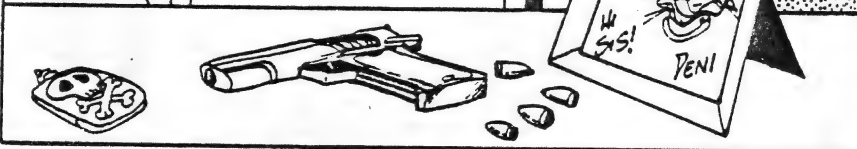
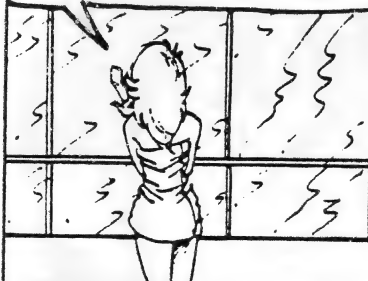
THIS WILL BE THE END OF BANZAI BOY... AND THE BEGINNING OF A BRAVE NEW WORLD!



ANOTHER DAY, ANOTHER DESTROYED HI-TECH INSTITUTION. AS ZETA RELAXES IN THE SHOWER, FATE'S FINGER DIALS HER NUMBER!



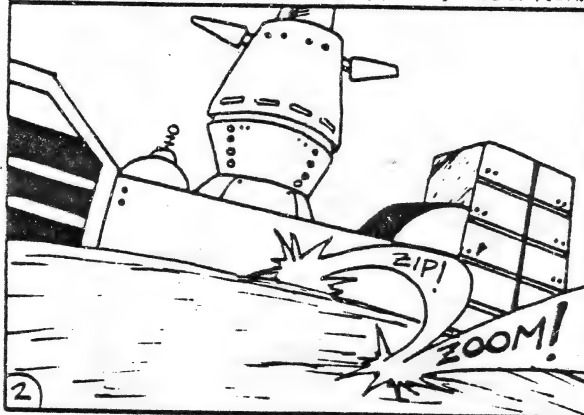
THIS IS ZETA. HOW MUCH DOES IT PAY? WHEN AND WHERE? THE JOB IS DONE.



RING!



THE TECH-SCI INSTITUTE FOR ADVANCED RESEARCH



ALERT! ALERT! DR. CORTOX TO LABORATORY X!

LAB X! WHAT COULD IT BE, DR. CORTOX?

I FEAR—



- A VIAL OF UNOBTAINIUM HAS BEEN STOLEN RIGHT UNDER US!

AND I FEAR IT HAS FALLEN INTO THE WRONG HANDS!!

BUT HOW? IT WOULD TAKE A MASTER THIEF, COMPUTER KNOWLEDGE TO BYPASS ALL THE SYSTEMS ---



THE BEST IN THE BUSINESS BB... ZETA-- SHE'S BACK!

BOJEMOI! I THOUGHT SHE DIED IN THE RAID OFF PLUTO DURING THE ZORN INVASION!

OH--BB! A LOCKET WITH YOUR PICTURE! AND A SKULL ON THE BACK!

THEY'RE ALL THE RAGE NOWADAYS---

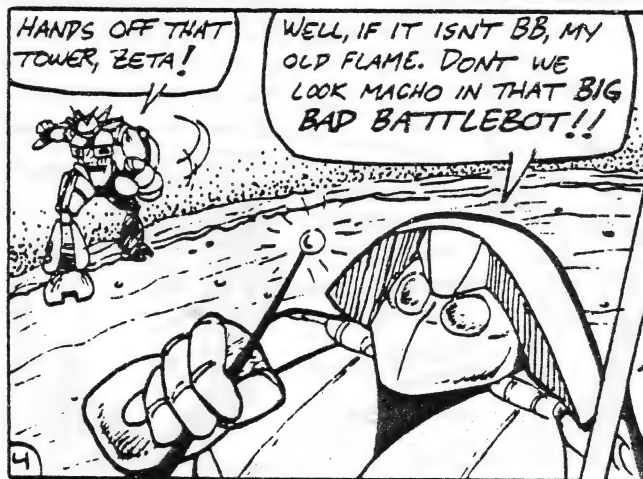
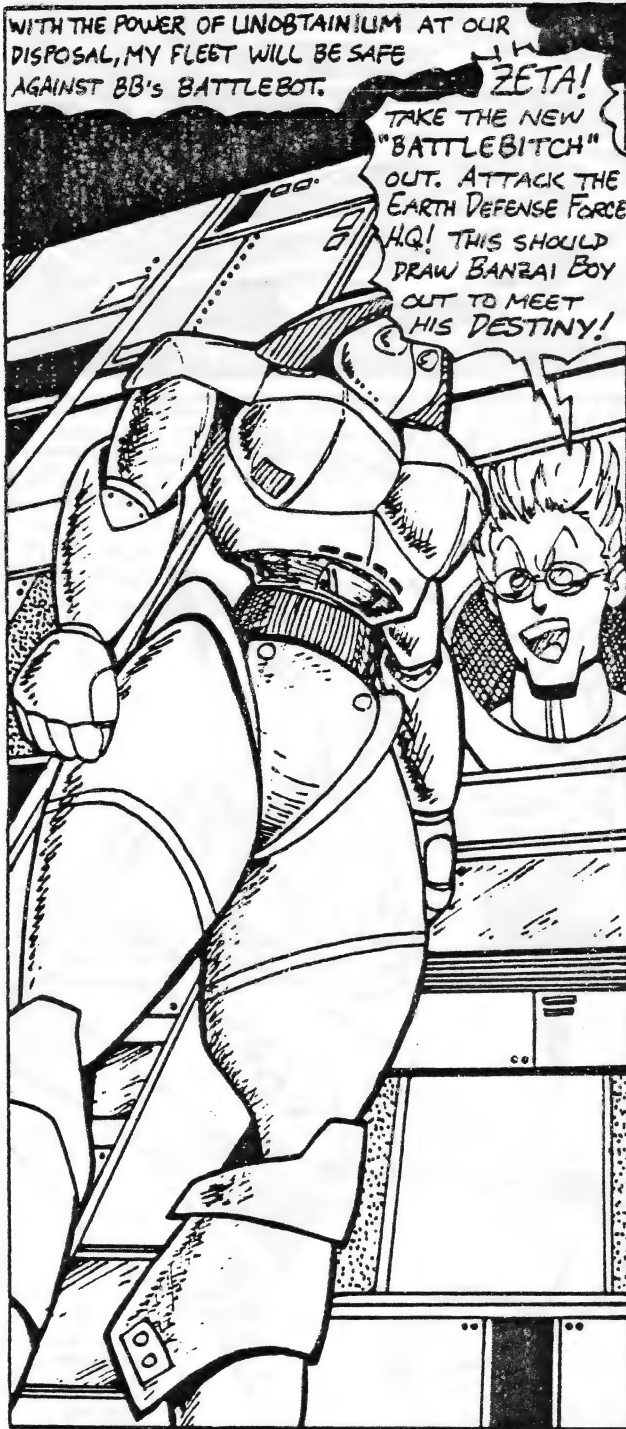
JUST BELIEVE IN ME, BB. BEYOND THE HARD TIMES FROM NOW--

BUT--I NAMED THE NEW BATTLEBOT AFTER HER, DR. CORTEX! HOW CAN I USE IT TO FIGHT HER?

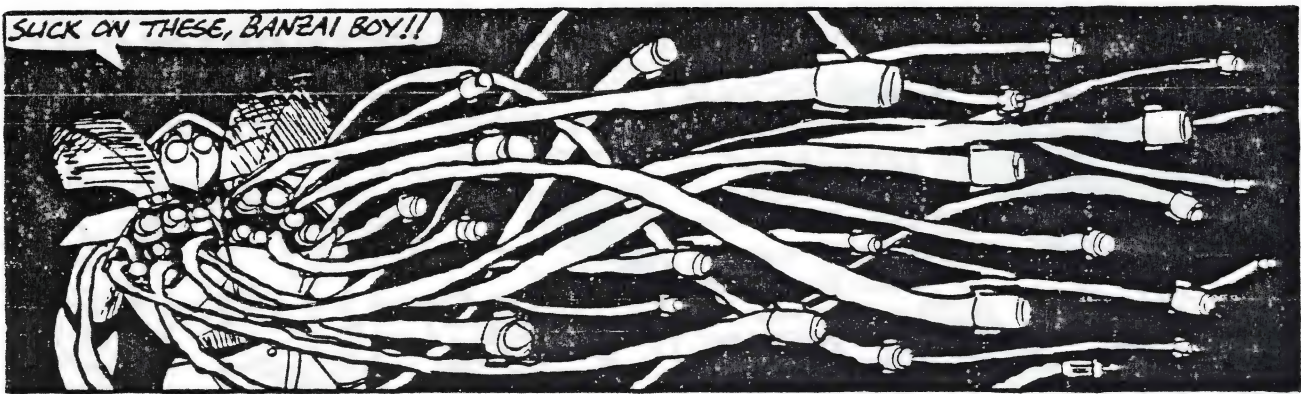
WITH THE SECRET OF UNOBTAINIUM IN HER HANDS... ONLY YOU CAN SAVE US!

THE VIAL, GALAXY MASTER!

WELL DONE ZETA!



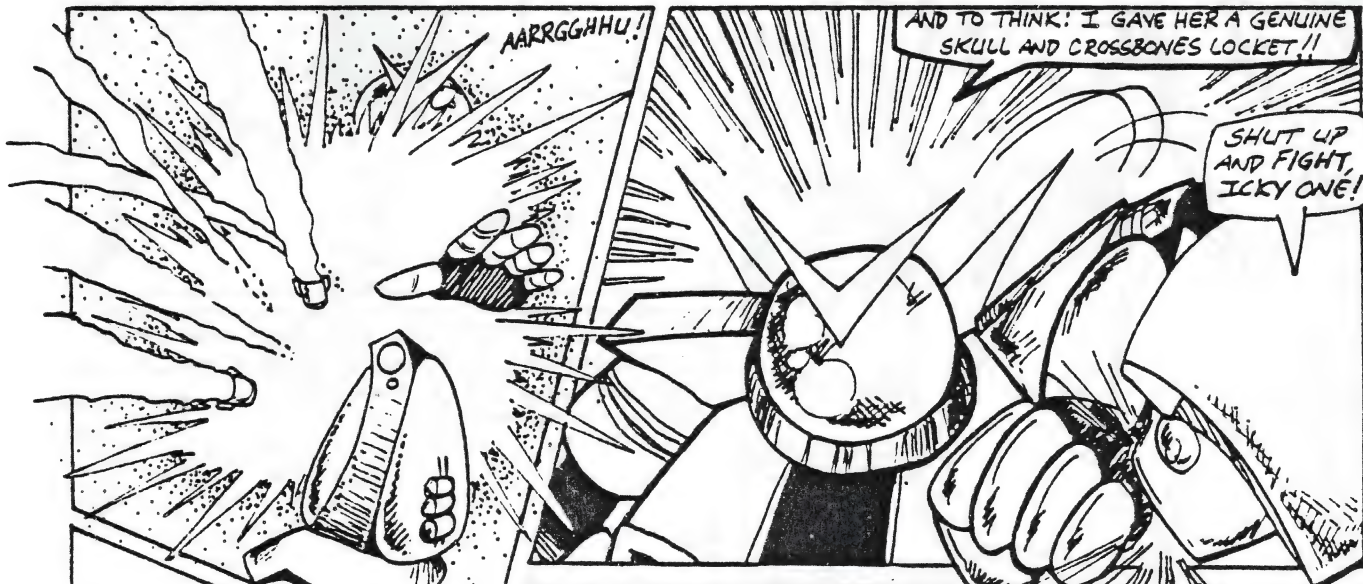
SLICK ON THESE, BANZAI BOY!!



AARRGGHHU!

AND TO THINK: I GAVE HER A GENUINE
SKULL AND CROSSBONES LOCKET!!

SHUT UP
AND FIGHT,
ICKY ONE!



YOU
KLUTZ!

CLANG!

CRUNCH!

I'M PUTTING
MY FOOT DOWN,
ZETA!

THE BATTLEBOTS ARE LOCKED IN
AN INTERMINABLE STALEMATE!

THIS SEEMS, IN SOME WAY,
OBSCENE... I WANT TO
HAVE A PURE TIME!

THEN STOP THIS ATTACK, ZETA!
THE GALAXY MASTER IS USING
YOU AS A KING'S PAWN!



HOW TOUCHING... LET THIS BE THEIR LAST EMBRACE! THE "BATTLEBITCH" WILL SELF-DESTRUCT, AND DESTROY BANZAI BOY AS WELL!



SELF-DESTRUCT ACTIVATED!
DETONATION IN 5 SECONDS... 4... 3...

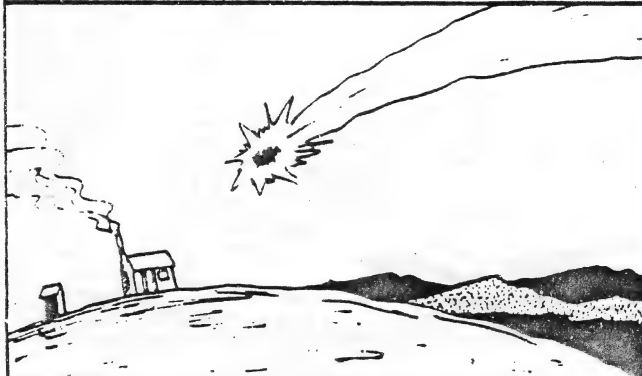
BACK OFF BB! I'M NOT THE SILLY GIRL YOU ONCE KNEW... I AM POWER INCARNATE... I AM BATTLEBITCH!



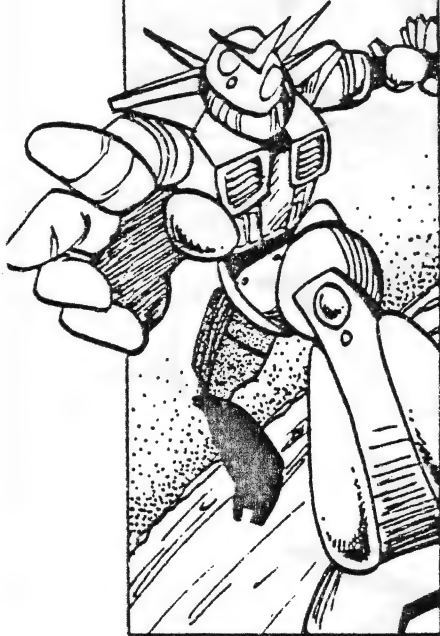
THE GALAXY MASTER IS RESPONSIBLE FOR THIS!
I'LL RAM HIS COMPUTER CHIPS!



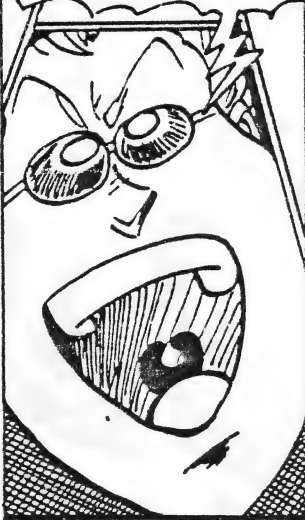
FOLLOWING THE SELF-DESTRUCT SIGNAL, BB HOMES IN ON THE GALAXY MASTER'S HOME BASE.



COME OUT AND FIGHT,
GALAXY MASTER! STOP
HIDING BEHIND YOUR
COMPUTER!



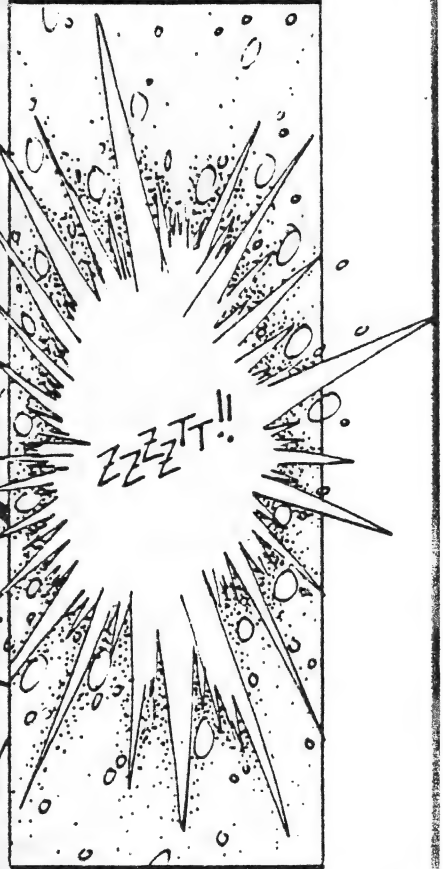
FOOL! I AM THE
COMPUTER! AND SO
MUCH MORE... YOU
CAN'T KILL ME! HA! HA!



WANNA
BET?

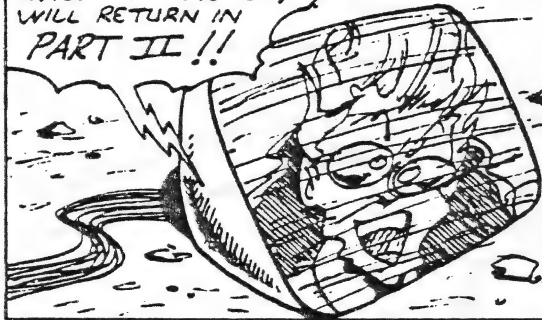


THE SUDDEN POWER LOSS
CAUSES THE COMPUTER
TO SELF-DESTRUCT!



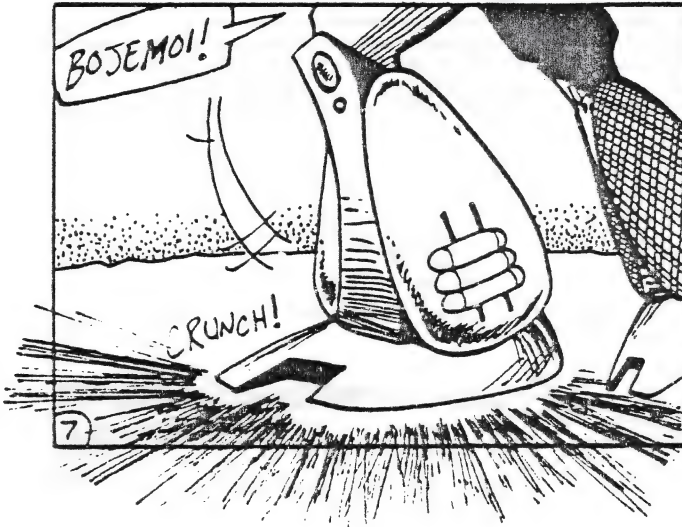
BUT-!!

YOU THINK YOU HAVE WON,
BANZAI BOY, BUT I, THE
GALAXY MASTER,
WILL RETURN IN
PART II !!



BOJEMOI!

CRUNCH!



GOOD-BYE, ZETA.

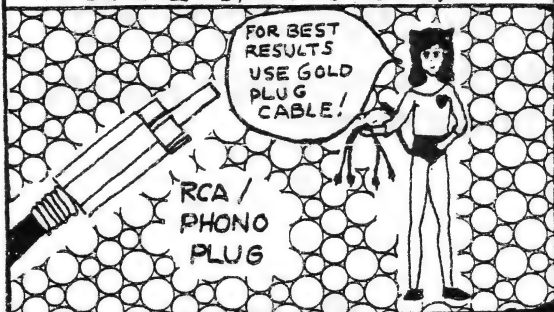


COMING
SOON: **PART II!**

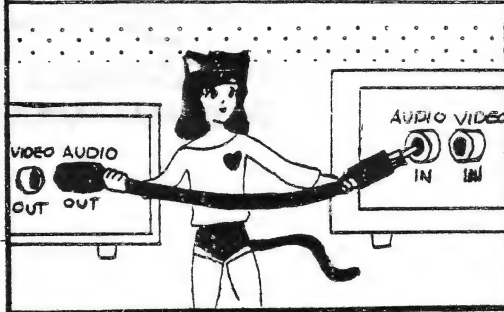
FWAEE

CFood PLATTER
PRESENTS:
TANOSHIMI'S
**VIDEO
GUIDE**
#1
VCR
HOOKUP
STORY, ART, & INKS BY
SCOTT FRAZIER

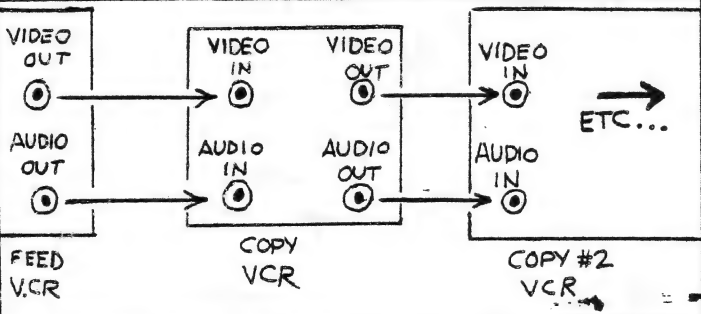
USE A SET OF HIGH QUALITY PATCH
CORDS WITH RCA / PHONO PLUGS ON
EACH END (PREFERABLY LABELED
TO DENOTE VIDEO AND AUDIO)



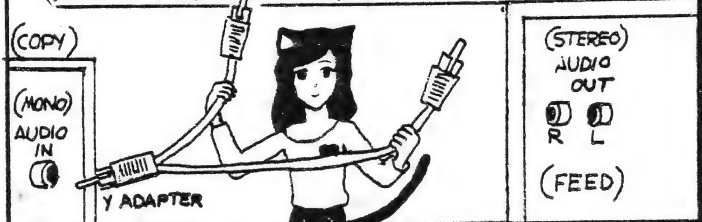
CONNECT THE FEEDING MACHINE'S
VIDEO AND AUDIO **OUTPUTS** TO YOUR
VIDEO AND AUDIO **INPUTS**



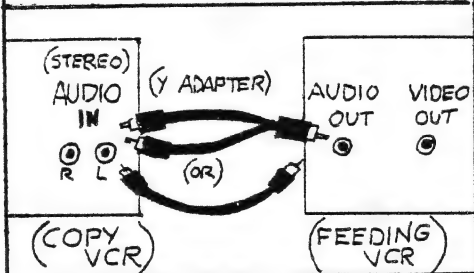
THE SAME GOES FOR THE NEXT MACHINE IN LINE;
YOUR VIDEO AND AUDIO **OUTPUTS** TO ITS **INPUTS**



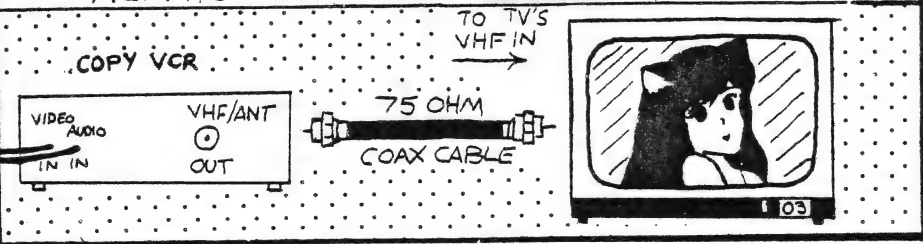
IF THE FEEDING MACHINE IS **STEREO** (2 AUDIO
OUTPUTS) AND YOURS IS **MONAURAL** (1 INPUT),
GO FROM THE **LEFT** AUDIO OUT OF THE
FEED VCR INTO YOUR INPUT - OR USE A
Y ADAPTER (AVAILABLE AT RADIOSHACK AND
MOST STEREO SHOPS)



IF YOUR MACHINE IS **STEREO** AND
THE FEED IS **MONO** - USE THE
Y ADAPTER OR ONLY USE THE
LEFT INPUT



TO TEST THE VCR FOR SIGNAL- CONNECT A **75 OHM COAXIAL**
CABLE TO YOUR **VHF** (ANTENNA) OUT. THE OTHER END GOES INTO
THE TV'S **VHF** (ANT) IN. MAKE SURE BOTH THE TV AND THE
VCR ARE SET TO **CHANNEL 3**. START THE FEED VCR AND YOU
SHOULD SEE THE PICTURE ON THE TV
ALWAYS MONITOR THE COPYING MACHINE !!!



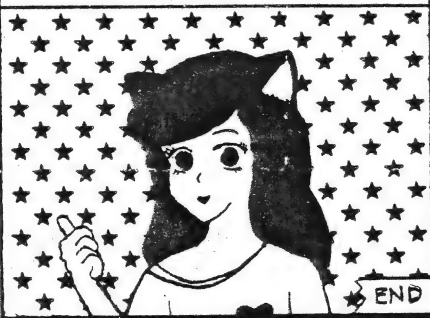
IF NO SIGNAL COMES THROUGH:

- 1) MAKE SURE YOUR VCR / TV BUTTON CONTROL IS SET TO "VCR"
- 2) MAKE SURE YOU'RE USING YOUR "EXTERNAL SOURCE" INPUTS
SOME MACHINES HAVE SELECTORS FOR THIS- CHECK YOUR OWNERS
MANUAL FOR DETAILS
- 3) MAKE SURE YOUR CONNECTIONS ARE GOOD (NOT LOOSE OR SLOPPY)

ALSO: DON'T
LET ANYONE
WHO DOESN'T
UNDERSTAND
YOUR MACHINE
USE IT!!



WELL, THAT'S ALL FOR NOW.
SEE YOU NEXT TIME
BYE BYE!



FUN AND GAMES

This month, a real lame one (we ran out of time).

NOW YOU CAN BE AN ANIME ARTIST!!
JUST CONNECT THE DOTS AND HELP HIKARU
GET HIS HEAD TOGETHER!!

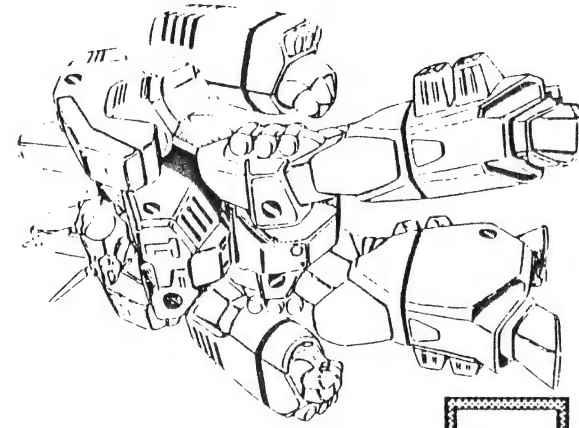


Answers to last month's quiz

1. F 2. D 3. K 4. H 5. A 6. C 7. L 8. J 9. E 10. I 11. G 12. B

Coming Attractions

More Lensman and Cobra and Dirty pair will begin. Zeta gundam 11-15 and the annoying aliens invade. Be there if you dare.



COMICS & SCIENCE-FANTASY

BUCKINGHAM SQUARE

PHONE 695-9664

The largest selection of Japanese
Animation Materials in Denver

* BOOKS * TOYS * MODELS *

PRESENT THIS AD FOR A 10% DISCOUNT
ON JAPANESE ANIMATION MATERIALS



1



2



3



887 39 Ave.
San Francisco, Ca. 94121
Sept. 14, 1986

Fred Patten
11863 West Jefferson Blvd. #1
Culver City, Ca. 90230

Dear Fred,

The 48th meeting of the C/FO-Hayward was held at the usual stand at the Glendale Federal Savings and Loan on September 13, 1986.

10:10 Preliminaries to business meeting
10:30 Business meeting opens
10:55 Last latecomers to business meeting arrive
12:25 Business meeting adjourned

The second official business meeting of the C/FO-Hayward had four members and three early-arriving guests in attendance. The meeting began with a summing up of old business, chiefly a repeat of the restrictions on equipment and taping time in the request room that were voted in at the last meeting.

Mark Keller announced that, with the small number of candidates for general C/FO office that had submitted their platforms so far, he had definitely changed his mind and put in his platform for general C/FO president. We also decided on a policy for our own chapter elections. C/FO-Hayward members will be allowed to run for chapter office annually, but if no one chooses to run for an office, it will be construed as a vote of confidence for the incumbent.

The making of a new, updated chapter membership list was proposed. In relation to this, the problem of C/FO members who - due to the recent disarray of the main C/FO government - have received nothing for their yearly dues, was brought up. It was proposed that all C/FO-Hayward members should remain in good standing until the new elections have been concluded and the new officers formulate a policy on this. It was also proposed that, when members do renew their memberships in the C/FO, they should pay their renewal dues to the Hayward officers, who would then forward a number of renewals to the main club at once and keep back-up records on who in the Hayward chapter was in good standing.

A "Convention Committee" - of members who would work on programs for cons on a more or less regular basis - was proposed. The duties of such a committee...the planning of the video programs, the writing of synopses, the making sure that the tapes are the best generation available...as well as the enforcing of viewing room policy and etiquette (no dubbing, no trash, no noise, etc.)...were worked out.

The animation directory mentioned in SHOFTALK #63 was discussed. It was not clear to many of the members at the business meeting just what affiliation or lack of affiliation the people in charge of this project had with the C/FO; and it was proposed to look into this...

A proposal was made to ban x-rated anime from C/FO-Hayward meetings; this provoked a certain amount of discussion as to what constituted "x-rated anime"...

Next month's anniversary party was discussed; it was decided that feedback from all the members, at the main meeting, was in order before any decision on "special preparations" was made.

C/FO-Hayward vice-president Dennis Owyang proposed that we consider an informal Japanese-language study program, in which we would learn by having individual manga translated by members familiar enough with Japanese to do so while the rest of us observed. Mark Keller, who

also announced his own enrollment in a Conversational Japanese class, supported the idea provided there was enough interest in it among the members. This raised another point. With so many ideas for projects other than watching videotapes...Dennis' suggestion for the translation/learning of Japanese, Mark's previous suggestion on learning model building, Michael Susko's efforts to organize FRPG sessions...it was proposed that some provision be made for actually setting aside time at the meetings for any such project that actually drew interest. Unfortunately, with all the other items on the agenda, this proposal got temporarily tabled.

There was some discussion of the possibility of the C/FO-Hayward organizing its own Japanese Film Festival - even its own con?! The consensus appears to be that it would be a very big job for us alone, but that we might be able to form a "nucleus of interest" that would attract other fans in common cause.

About the last point on the agenda was a proposal that the hour of the business meeting be moved up to help those who had to come from a long distance. With some idea of how long these meetings will actually take, we felt comfortable with moving the time of the business meetings up to 10:30 A.M.

The main meeting of the C/FO-Hayward drew about 18 members and guests. It got started a little late.

1:00	Setting up	
1:30	Business announcements	
2:00	Premire of new Mark-Keller edited closing logo.*	
2:05	Previews:(LUPIN III, MACH GO-GO-GO).....J	
2:10	THE MYSTERIOUS CITIES OF GOLD	
	(unidentified episode).e	J - in Japanese
2:40	Feature: MACROSS: LOVE DO YOU REMEMBER.....J/ls	
4:35	TECHNOVOYAGER (#8).....J	e - English-dubbed
5:05	AREA 88 Marathon (#1, #2, #3).....J	
8:35	CLOSING LOGO/End.....*	ls - stereo laser disc

REQUEST ROOM

2:20	URUSEI YATSURA SYMPHONY.....J	E - in English
2:45	URUSEI YATSURA (#170, #171, #183, unknown).....J	
5:00	SPACE ACE (excerpts).....E/1	* - special
5:30	SASUGA NO SARATOBİ (2 unspecified episodes)....J	
????	Hiatus	
7:00	URUSEI YATSURA (#206, #207, #208).....J	
8:20	End	

All proposals made at the business meeting that required approval by the Hayward membership as a whole - essentially, all the proceedings of the business meeting - were reported at the main meeting. To get work going on the current Hayward membership list, a member sign-up sheet was circulated.

For next month's anniversary party, the membership favored a potluck party over the anniversary cake that had been standard up to this point. It was suggested that there be a "theme" for the video showing, but it was decided - at least for the moment - to just have everyone bring their favorite tape.

Kevin Bollinger has been appointed "man in charge" of the request room, with Bruce Bailey as his back-up in his absence.

Kevin Bollinger brought his PC to the meeting again, as there had been some interest expressed by certain people who were considering getting their own home computer. Michael Susko unveiled his preliminary efforts on converting Urusei Yatsura to FRPG terms: tentative role-playing stats on 27 of the UY cast!

The mascot vote was finally taken. The compromise proposed two months ago - retaining the griffowls but adding a new supplementary mascot - was adopted. All the members were invited to bring their proposals for add-on mascot to the meeting next month.

As usual now, there was no formal dinner break; the members either ate in the viewing rooms or skipped some of the program.

Sincerely,

Michael J. Susko Jr.

Michael J. Susko Jr.

★9556★ NORTH AMERICAN VEXILLOLOGICAL ASSOCIATION

(Vexillology) (NAVA)

Three Edgehill Rd.

Winchester, MA 01890

Phone: (617) 729-9410
 Dr. Whitney Smith, Membership Chm.
Founded: 1967. **Members:** 300. Individuals and corporations with an interest in design, manufacture, history, etiquette, and other aspects of flags. (Vexillology is the scientific and scholarly study of flag history and symbolism.) NAVA formulates standards for flag terminology, methodology, and data recording and cooperates with the Flag Research Center (see separate entry) and other national, regional, and international associations. Bestows honorary awards on outstanding vexillologists. **Committees:** Color Specifications; Political Terminology. **Publications:** (1) News, bimonthly; (2) Yearbook, annual; also publishes reprints of flag monographs. **Convention/Meeting:** annual - 1986 Trenton, NJ.

★9557★ UNITED STATES FLAG FOUNDATION (Vexillology) (USFF)

Flag Plaza

Pittsburgh, PA 15219

Phone: (412) 261-1776
 George F. Cahill, Exec. Dir.
Founded: 1981. A service mark of the National Flag Foundation (see separate entry). To encourage daily and proper display of the flag of the U.S.; to disseminate information and literature on the origin, history, and significance of the American flag to schools, libraries, teachers, and civic organizations. Maintains library. **Affiliated With:** International Congress of Vexillological Associations. **Convention/Meeting:** annual.

★9558★ RESEARCH SOCIETY FOR VICTORIAN PERIODICALS

(Victorian Studies) (RSVP)

c/o Prof. B.Q. Schmidt

Box 1431

Dept. of English

Southern Illinois University

Edwardsville, IL 62026

Phone: (215) 627-4252
 Prof. B. Q. Schmidt, V. Pres.
Founded: 1969. **Members:** 600. Scholars from universities in Australia, Canada, Finland, France, Great Britain, Mexico, Netherlands, New Zealand, and the U.S. To give "the Victorian press its deserved status as the place where such great Victorians as Dickens, Gladstone, Disraeli and Cardinal Newman launched their writings." A clearinghouse for research projects in its field; serves as consultant to reprint and microform publishers; advises librarians. Collaborates with the Wellesley Index, the Victorian Periodicals Project, and the Directory of Victorian Journalists. **Publications:** Victorian Periodicals Review, quarterly; (2) Membership Directory, periodic. **Convention/Meeting:** annual conference - usually fall. 1986 October, New York City; 1987 Wales.

★9559★ VICTORIAN SOCIETY IN AMERICA (Victorian Studies) (VSA)

E. Washington Sq.

Philadelphia, PA 19106

Phone: (215) 627-4252
 Judith Snyder, Exec. Dir.
Founded: 1966. **Members:** 4000. **Regional Groups:** 35. Professionals in the field of museum work; teachers of art, art history, and architecture; preservationists, architects, and laymen. "Dedicated to fostering appreciation and understanding of 19th century America and encouraging the protection and preservation of things Victorian." Activities include: public lectures, slide programs, and exhibits; discussion groups; tours of Victorian architecture and art exhibits; summer schools in England. Local chapters sponsor events of interest to Victorian lovers. Holds annual symposium each fall. **Committees:** Decorative Arts Licensing Program; Preservation. **Publications:** Nineteenth Century (magazine), quarterly. **Convention/Meeting:** annual - 1987 May, Ottawa, ON, Canada.

★9560★ THE ANDY GRIFFITH SHOW RERUN WATCHERS CLUB (Video) (TAGSRWC)

1313 21st Ave., S., Suite 107-146

Nashville, TN 37212

James H. Clark, Presiding Goober
Founded: 1979. **Members:** 8000. **Local Groups:** 175. Individuals devoted to watching and promoting the airing of reruns of the The Andy Griffith Show. (The show, which originally ran from 1960 to 1968, is aired daily in about 100 television markets nationwide.) Encourages members to write to television stations that air reruns of the show and express their appreciation. Facilitates communication among members on matters relating to the show. Sponsors occasional polls and lectures. Maintains collection of items relating to The Andy Griffith Show. **Publications:** The Bullet (newsletter), 3/year. **Convention/Meeting:** irregular.

★9561★ CARTOON/FANTASY ORGANIZATION (Video) (C/FO)

401 S. LaBrea Ave.

Inglewood, CA 90301

Phone: (213) 412-2638
 Ann Nichols, Pres.
Founded: 1977. **Members:** 500. **Local Groups:** 23. Enthusiasts of animated cartoons, especially Japanese fantasy-adventure cartoons; Japanese community shops that sell cartoon-related merchandise. Purpose is to promote animated cartoons that are beyond the scope of traditional American animation and to foster knowledge of them throughout the world. Encourages preservation of character video games, books, comics, and toys in major comics specialty shops. Seeks to acquire foreign cartoons through the exchange of videotapes among cartoon enthusiasts worldwide; maintains large videotape library of Japanese television and theatrical cartoons. Translates and publishes

information in English on foreign cartoons, Japanese in particular. Aims to establish chapters in cities where cartoons can be presented in monthly screenings. **Publications:** (1) C/FO Shop Talk, monthly; (2) Membership Directory, semiannual; (3) Magazine, irregular. **Convention/Meeting:** semiannual - at San Diego Comic Convention and World Science Fiction Convention. 1986 July 31-Aug. 3, San Diego, CA and Aug. 28-Sept. 1, Atlanta, GA.

★9562★ COMPANIONS OF DOCTOR WHO FAN CLUB (Video) (CODW)

P.O. Box 56764

New Orleans, LA 70156

Phone: (504) 393-0939
 Charles L. Duval, Pres.
Founded: 1981. **Members:** 1500. **Regional Groups:** 2. **Local Groups:** 10. Fans of the Dr. Who television show, a science fiction/fantasy serial that aired in London on the BBC network in 1963 and has been running for 21 years (3 years in the U.S.). Operates through local chapters known as TARDISes, which are governed by the High Council of Time Lords. Provides current information and news on the show, its actors and actresses, and where to find Dr. Who paraphernalia. **Publications:** (1) Unpaid Scientific Advisor (newsletter), monthly; (2) Time Log (official "fanzine"), 3/year. **Convention/Meeting:** monthly.

★9563★ INTERNATIONAL IRWIN ALLEN FAN CLUB (Video) (IIAFC)

2111 E. 65th St.

Brooklyn, NY 11234

Joel Eisner, Exec. Officer
Founded: 1974. **Members:** 250. Individuals interested in motion picture writer, producer, and director Irwin Allen and his science-fiction television series of the 1960s including Land of the Giants, Lost in Space, The Time Tunnel, and Voyage to the Bottom of the Sea. Provides letter forwarding service to the stars of these series. Offers discounts on souvenirs and memorabilia. **Publications:** (1) Irwin Allen Sci-Fi Fan Journal, quarterly; (2) Pen-Pal List, annual. **Convention/Meeting:** none.

★9564★ INTERNATIONAL SPACE: 1999 ALLIANCE (Video) (ISNA)

2251 Bentley Ave., Apt. 301

Los Angeles, CA 90064

Phone: (213) 473-2502
 Rose Marie Badgett, Pres.
Founded: 1977. **Members:** 200. Science fiction fans interested in the work of Gerry Anderson, a British producer of the science fiction television show, Space: 1999 which ran from 1975 to 1977. Reviews reruns and tapes of shows; conducts fundraising for a children's hospital. **Publications:** Main Computer (newsletter), bimonthly. **Convention/Meeting:** annual.

★9565★ JAMES BOND 007 FAN CLUB (Video)

P.O. Box 414

Bronxville, NY 10708

Richard Schenkman, Pres.
Founded: 1972. **Members:** 2000. Fans of the fictional literary and movie character James Bond, Secret Agent 007. Purpose is to unite Bond fans throughout the world. Offers members privileges including photographs, free offers, and specials on Bond-related merchandise and memorabilia. **Publications:** (1) Bondage (magazine), semiannual; (2) Bondage Quarterly (newsletter), semiannual; also publishes the Illustrated James Bond, a series of comic strip versions of the Bond novels. **Convention/Meeting:** none.

★9566★ STARFLEET (Video)

P.O. Box 843

Newton, IA 50208

Fran Booth, Pres.
Founded: 1974. **Members:** 2000. **Regional Groups:** 20. **State Groups:** 52. **Local Groups:** 100. Individuals interested in science fiction motion pictures and television programs, particularly the science-fiction television series, Star Trek, which ran from 1966 to 1969 and the three movies based on the television series. Bestows awards. **Publications:** (1) Communique, bimonthly; (2) General Orders, irregular.

★9567★ THREE STOOGES CLUB (Video) (TS)

1207 Helferman St.

Philadelphia, PA 19111

Phone: (215) 289-8923
 Moe Feinberg, Pres.
Founded: 1959. **Members:** 2000. Fans of the Three Stooges, a popular comedy slapstick team of film and television. Purpose is to keep the comedy of the Three Stooges alive. Seeks to keep members informed of the availability of memorabilia for sale or exchange. **Publications:** Journal, bimonthly.

★9568★ U.N.C.L.E. HQ (Video)

2710 Rohlfing Rd.

Rolling Meadows, IL 60008

Phone: (312) 392-4869
 Susan Cole, Pres.
Founded: 1976. **Members:** 500. **Staff:** 2. Fans of The Man from U.N.C.L.E., a popular television series of the 1960s that followed the seriocomic adventures of secret agents Napoleon Solo and Illya Kuryakin, and The Girl from U.N.C.L.E., its short-lived spinoff. Offers information on trivia, tips on obtaining memorabilia, and updates on current activities of the shows' stars through its newsletter. Lobbies for the airing of U.N.C.L.E. reruns and the creation of new episodes. Holds fan gatherings at conventions with themes relating to spy shows. Donates materials to the Felton Files at the University of Iowa. Maintains pen pal service. **Publications:** (1) HQ Newsletter, 6/year; (2) U.N.C.L.E. Special Fanzine, 1-2/year. **Convention/Meeting:** annual - 1986 Sept. 19-21, Elk Grove, IL.

CARTOON/FANTASY



ORGANIZATION

THE GREATER LOS ANGELES AREA
C/FO CHAPTERS

BULLETIN #62

SEPTEMBER 1986

C/FO-ORANGE: 63RD MONTHLY MEETING -- SATURDAY, 6 SEPTEMBER 1986
FULLERTON SAVINGS AND LOAN ASSOCIATION, 18020 BROOKHURST STREET,
FOUNTAIN VALLEY, CALIFORNIA 92708

- 3:00 p.m. "Orguss, the Super Dimension Century", #32, 'The Lost World'
- 3:30 p.m. "Votoms, Armored Trooper", #30, 'Visions'
- 4:00 p.m. "Fight! Iczer-1"
- 4:30 p.m. "Fight! Iczer-1. Act 2, The Challenge of Iczer-Sigma"
- 5:00 p.m. "The Dirty Pair", #4, 'Follow the Fragrance of Cheesecake and *Death*'
- 5:30 p.m. "Mobile Suit Zeta Gundam", #12, 'Jivaro Wind'
- 6:00 p.m. dinner break
- 7:00 p.m. "Those Obnoxious Aliens", #169, 'The Heater Cat Runs Amuck! He'll Do Anything to Get Warm'
- 7:30 p.m. feature: "Mega Zone 23, Part 2: Tell Me the Secret" (Idol/Artmic, 1986)
- 9:00 p.m. featurette: "Lumic World", #1, 'Fire Tripper' (Takahashi/Shogakukan, 1985)
- 9:50 p.m. requests



Nagisa
(Iczer-1)



C/FO-GARDENA: 18TH MONTHLY MEETING -- SATURDAY, 13 SEPTEMBER 1986

GARDENA VALLEY JAPANESE CULTURAL INSTITUTE, 16215 SOUTH GRAMERCY PLACE, GARDENA, CALIFORNIA 90247 * ROOM 206

- 1:00 p.m. Room 206 opens for set-up
- 1:30 p.m. "SPT Layzner, the Blue Meteor", #2, 'The Famous Eiji'
- 2:00 p.m. "Mobile Suit Gundam ZZ", #3, 'The Knight of Indra'
- 2:30 p.m. request
- 3:00 p.m. "Dancougar, the Deified Beast", #1, 'Empire's Desire'
- 3:30 p.m. business meeting and dinner break
- 4:30 p.m. "The Dirty Pair", #1, 'The Computer Learns to *Kill*'
- 5:00 p.m. "The Southern Cross, the Super Dimension Cavalry", #1, 'The Prisoner'
- 5:30 p.m. featurette: "Those Obnoxious Aliens - Chance On Love" (Kitty Enterprises, 1984)
- 6:15 p.m. "Superman", #1 (untitled); and "Superman", #14, 'The Mummy Strikes'
- 6:30 p.m. feature: "Go-Shōgun, Demon-God of the War-Torn Land: Etranger des Heures" (Ashi Pro, 1985)



Eiji
(Layzner)



Elu
(Gundam ZZ)

Yuri
(Dirty Pair)



Jeanne
(Southern Cross)

C/FO-SANTA BARBARA: 6TH MONTHLY MEETING -- SUNDAY, 14 SEPTEMBER 1986

RUSTY'S PIZZA PARLOR, 232 WEST CARRILLO STREET, SANTA BARBARA, CALIFORNIA 93101 * (805) 687-1962

- 2:00 p.m. Upstairs TV room opens
- 2:30 p.m. "Giant Gorg", #4, 'The Encounter'
- 3:00 p.m. "Tobikage, the Ninja Warriors", #6, 'The Battle of Breezaad'
- 3:30 p.m. "Cat's Eye", #6, 'Just A Little Bit In Love'
- 4:00 p.m. "Those Obnoxious Aliens", #3, 'Ten-chan Is Delivered By Space Mail!'
- 4:15 p.m. "Those Obnoxious Aliens", #4, 'Mrs. Swallow and Mrs. Penguin'
- 4:30 p.m. business meeting
- 5:00 p.m. feature: "Mega Zone 23" (Idol/Artmic, 1985)
- 6:30 p.m. feature: "Mega Zone 23, Part 2: Tell Me the Secret" (Idol/Artmic, 1986)



Gorg



Sho
(Tobikage)

Hitomi
(Cat's Eye)



Ten-chan
(Those Obnoxious Aliens)

C/FO-LOS ANGELES: 113TH MONTHLY MEETING -- SATURDAY, 20 SEPTEMBER 1986

STUDIO A, 401 SOUTH LA BREA AVENUE, INGLEWOOD, CALIFORNIA 90301 * (213) 412-2638

- 12:30 p.m. Studio A opens for set-up
- 1:30 p.m. "Calient, the Panzer World", #4, 'Churul Is Pursued'
- 2:00 p.m. "Giant Gorg", #21, 'Town Panic'
- 2:30 p.m. "Votoms, Armored Trooper", #34, 'The Planet Sansa'
- 3:00 p.m. "Mobile Suit Zeta Gundam", #14, 'Amuro Again'
- 3:30 p.m. "Those Obnoxious Aliens", #85, 'The Space Cold Panic!'
- 4:00 p.m. "Cat's Eye", #12, 'The Seductive Splendor from Europe'
- 4:30 p.m. "Tobikage, the Ninja Warriors", #8, 'The Wandering Swordsmen'
- 5:00 p.m. "The Dirty Pair", #5, 'Dum-Da-Dum-Dum on Creados'
- 5:30 p.m. business meeting and auction
- 6:00 p.m. previews and requests
- 7:30 p.m. feature: "Bander Book" (Tezuka Productions, 1978)
- 9:00 p.m. "Mobile Suit Gundam ZZ", #4, 'Mashuma's Fiery Spirit'
- 9:30 p.m. "Galactic Patrol: The Lensman", #12, 'The Great Military Operation to Rescue Lily'



Churul
(Calient)

Yu
(Giant Gorg)



Amuro
(Zeta Gundam)



Mendo
(Those Obnoxious Aliens)



Gooly
(Dirty Pair)

Mashuma
(Gundam ZZ)



Lily
(Lensman)

C/FO-SANTA MONICA: 43RD MONTHLY MEETING — SUNDAY, 21 SEPTEMBER 1986
A CHANGE OF HOBBIT, 1853 LINCOLN BOULEVARD, SANTA MONICA, CALIFORNIA 90404 * (213) GREAT SF

6:30 p.m. "Mobile Suit Gundam ZZ", #1, 'Prelude to ZZ'
7:00 p.m. featurette: "Orguss, the Super Dimension Century Memorial. Vol. 2, Super Dimension Century Athena"
7:45 p.m. business meeting
8:00 p.m. "Cat's Eye", #3, 'The Pesky Little Devil'
8:30 p.m. "The Dirty Pair", #3, 'Don't Fall in Love Wilfully! *Love* is Russian Roulette'
9:00 p.m. "The North Star Fist", #1, 'The Soul of Satan!? The Strongest Man in Hell Appears'
9:30 p.m. "Fight! Iczer-1"



Kazumi
(Cat's Eye)



MEGA ZONE 23, PART 2: TELL ME THE SECRET *Idol/Artmic, 1986. 80 min.*

A couple of months after the conclusion of "Mega Zone 23", B.D.'s militaristic police are in control of "Tokyo", but more and more teens are joining Trash, a punk biker gang which shows contempt for authority. Shogo and Yui are hiding at Trash's headquarters. Their opposition to B.D. has won them the respect of Trash's leader, Lightning; his chief lieutenant, Garam; and the gang's girls, Lena, Cindy, and Tineb. B.D. is devoting himself to scouting space for the aliens, and to building up Mega Zone 23's defenses. His major weapon is the Garland battle suit, a refined version of the cycle/armor prototype which he regained from Shogo at the climax of the prequel. B.D. leaves the running of Tokyo to Hakucho, his chief of police (who is obsessed with capturing Shogo), and to Nagao, in charge of running the Bahamoud computer.

Nagao's technicians are in command of Bahamoud's peripheral programs, which allow them to control communications and the news media. But the Eve program is still intact inside Bahamoud, occasionally breaking into public broadcasts to plead to the "Level 7-G Operator" to get into contact with her.

B.D.'s FX-101 space scout meets the approaching aliens, which annihilate it. Shogo reveals to Trash that he is the Level 7-G Operator, but the only way to answer Eve is through the Garland prototype which the police have locked up. Lightning has the gang find out where it is, but when they sneak in to get it, Hakucho is waiting for them. Shogo and the bikers fight their way out, setting off open warfare between Trash and B.D.'s military. Eve tells Shogo that he must come to the core of Bahamoud and "meet her in person". Lightning splits Trash into two biker corps to battle the police in the streets of Tokyo, while Shogo and Yui enter the city's underground. The aliens reach Mega Zone 23 and begin to smash their way in. Eve reveals to Shogo that all this was foreseen by Mega Zone 23's creators. The space habitat is about to return to Earth, and she will be replaced by a new program, Adam, whose purpose is to destroy the aliens (and Mega Zone 23 in the process), while the humans are evacuated to the world of their ancestors to begin life anew.



Suzuko

LUMIC WORLD. PART 1, FIRE TRIPPER *Takahashi / Shogakukan, 1985. 48 minutes.*

Bandits attack a medieval village. A child, Suzu, is trapped in a burning hut. She fades away and reappears near a modern city. She is adopted and raised as a modern girl. Ten years later, she is a typical high-school student named Suzuko. One day she walks home with a neighbor's child, Shu-kun, who has just had an appendectomy. An industrial gas tank explodes, and Suzuko finds herself on a 16th-century battlefield. She is rescued by a young samurai, Shuku-maru, who takes her to his village which is preparing for an attack by a bandit lord, Red Horse (Aka-uma).

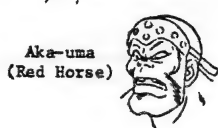
Suzuko feels lost in time. Shuku-maru tells her that when the fighting is over, she will become his wife. She isn't sure whether she likes the idea or not. As the battle begins, she is talking with Shuku-maru's little sister and realizes that it is herself as a child. She watches as the hut burns and Suzu teleports into the future. Red Horse challenges Shuku-maru to combat, and is about to kill him with a burning log when Suzuko throws herself upon Shuku-maru and teleports them both to modern Japan, about an hour before the explosion of the gas tank. She cleans his wounds and finds an old appendectomy scar, revealing that he is Shu-kun, who arrived in the past ten years before she did and was adopted by the village chief prior to the birth of the chief's own daughter (herself). Shuku-maru still loves Suzuko, but he also wants to go "home" to medieval Japan. The impending gas tank explosion offers a way that Suzuko can take them back through time. Suzuko must decide which world she really wants to live in.



Shuku-maru



Suzu



Aka-uma
(Red Horse)

GO-SHOGUN, DEMON-GOD OF THE WAR-TORN LAND: ETRANGER DES HEURES *Ashi Pro, 1985. 90 minutes.*

It is forty years after the end of the war against Docooga and the breakup of the Good Thunder Team. Remy Shimada is driving to a reunion with her old teammates when she stops to aid police battling bank robbers, and is critically injured. Remy is rushed to a hospital, where both her old friends Shingo Hojo and Killy Gagley and her former enemies Leonardo Bundle, Suegni Cuttnal, and Yatta-La-Kernagul gather. The five wait anxiously while Remy undergoes an emergency operation, but she remains in a coma afterwards.

The movie cuts back and forth between the hospital and Remy's subconscious dreams. These also alternate between childhood memories and a supernatural adventure in which the Good Thunder Team and their three adversaries are united in a weird city where everyone is against them. Remy is asked cryptic questions by an evil little girl who rides a giant cat. Remy is led to believe that she is preordained to die in two days unless they can escape from the city. The flashbacks show that Remy was the daughter of a prostitute, and had a disturbed childhood. The past and the "present" blend together, and Remy has the two days to resolve her emotional crisis and to defeat their supernatural nemesis, or she will die there and in the real world.



Remy



Shingo



Leonardo



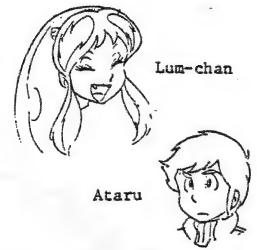
Cuttnal



Kernagul

THOSE OBNOXIOUS ALIENS - CHANCE ON LOVE *Kitty Enterprises, 1984. 43 minutes.*

This is the second of the "Those Obnoxious Aliens" music video albums. It consists of music and film clips from the episodes following those which were excerpted for the first of the albums, "Love Me More"; from approximately episodes #90 through #136. The songs consist of the opening and closing theme songs, plus all complete songs from those episodes which contained any. Music from the second theatrical feature, "Beautiful Dreamer", is also included. Some of the video backgrounds are complete sequences from a single episode, while others are appropriate collages. For example, a song about Sakura shows scenes featuring Sakura from many episodes. This title is for music video fans.



Lum-chan

Ataru

MEGA ZONE 23 *Idol/Artmic, 1985. 80 minutes.*



Shogo



Yui



B. D.



Eve

Shogo Yahagi is a reckless teenage motorcyclist. His mechanic pal Shinji secretly shows him a top secret super-motorcycle that he is working on for the Tokyo cycle police. Police agents try to kill the two to keep the Garland cycle a secret. Shinji is killed but Shogo escapes on the prototype cycle. Shogo divides the next few days between trying to develop a romance with Yui Takanaka, and trying to learn what's going on in the government. He tries to warn the public through a TV talk show, but while he thinks he is on the air, the TV hostess Eve Tokimaturi has cut him off and is stalling him while the police track him down. Shogo barely escapes, thanks to his Garland's superior abilities.

Shogo eventually learns that everything is false. They are not in Tokyo in the 1980s but inside a space habitat, Mega Zone 23, fleeing Earth which was conquered by alien monsters 500 years earlier. Bahamoud, a super-computer at the false Tokyo's center, keeps the population docile through the belief that they are safe on Earth. Eve is Bahamoud's public face, a computer-generated image. The military/police know the truth, but they have become decadent. A radical faction within the police led by "B.D." (Bad Dude) believes the aliens are closing in on Mega Zone 23. B.D. plans to save humanity by overthrowing the government, taking control of Bahamoud, and mobilizing the entire population into an army capable of fighting back. B.D. eliminates his human opponents in a bloody purge, but Bahamoud is harder to crack. While the sentient computer tries to protect its programming, it also tries to seduce Shogo in its Eve persona into helping it protect humanity in its own way. Shogo is already predisposed to oppose B.D., but B.D. is even more ready to kill anyone who stands in his way -- including Shogo, Yui, and Yui's roommates Mai and Tomomi.

BANDER BOOK *Tezuka Productions, 1978. 100 minutes.*

When the spaceliner on which Dr. & Mrs. Godo are travelling is destroyed, they send their child in a lifeboat to the nearest planet, Zobi. The baby is adopted by Queen Dacia. 17 years later, Bander is a handsome youth and Princess Mimulu is in love with him. But Bander feels unworthy because he is not a shape-shifter like the Zobians. The king dislikes Bander because he is a human, notorious as the most cruel and warlike species in the galaxy. A human space pirate, Blackjack, attacks, and Bander stays to fight him while the Zobians flee. But Blackjack beats Bander, and takes him and Mimulu as hostages into space. When Mimulu disappears, it is assumed that she tried to hide in the ship's energy conversion engine and was disintegrated.

Bander is abandoned on the next planet, a frontier world. He is befriended by an amoeboid creature, Muzu. The town bartender, Ed, is a human; he's heard that Bander's parents' spaceship was destroyed just to kill them. He says that Bander can find out more on Sirius 8, whose Princess Marina is being held captive locally by Dracula and his gang of renegade mutants. Bander & Muzu rescue Marina and return her to Sirius 8. The king is happy, but General Dokudami, his military advisor from Earth, has Bander imprisoned. Bander meets Shaloc, who has just drained the galaxy of all crime and troubles. Dokudami steals the concentrated evil and threatens to release it unless he is made the new king. Suddenly Blackjack attacks (he's a good guy who steals only to finance his fight against the evil humans). Dokudami flees to Earth, with Blackjack & Bander in pursuit. They go through a time warp into the dawn of time. Dokudami's ship is destroyed and the concentrated evil is released, explaining how Earth became the universe's pesthole. Can Bander and Blackjack change history and free humanity of its eternal curse?

Bander



Mimulu



Muzu



Blackjack



Dokudami



ORGUSS, THE SUPER DIMENSION CENTURY MEMORIAL. VOL. 2, SUPER DIMENSION CENTURY ATHENA. *TMS, 1985. 45 minutes.*

"Orguss" was a 1983-84 35-episode serial. The "Orguss Memorial volumes" are commercial tapes (and disks) which present condensed summaries of different aspects of the story.

Kei Kathulagi is a soldier in 2062 A.D., fighting in a war for control of Earth's space elevator. A dimensional bomb blows him twenty years into the future. He finds that the explosion has created a permanent energy storm over the Earth, and has weakened the barriers between parallel dimensions, drawing in people (not all human) from several of them. The major forces in this world are the Terrams, a completely human but unpleasantly militaristic society; and a loose collection of the dimensional castaways who are grouped around the Emaans, good-natured techno-gypsies who are human but possess sensory tendrils. Kei ends up with the Emaans, helping to defend them from the Terrams while he tries to romance Mimsy Laarz, an Emaan girl, and tries to figure out how to get home.

This memorial volume condenses the major dramatic plots. In the first episode, Kei had an affair with Tina Henderson. When the bomb blew Kei away, it also separated him from his best friend, Vern Olson, who was blown only five years into the future. Also, Tina was left pregnant and had a daughter, Athena. When Olson reappeared, he became Athena's guardian. So when Kei reappears, his pal is now old enough to be his father and is the foster-father of his daughter, who is a lookalike of his sweetheart; and both are important figures on the enemy's side. Athena is a teen fighter pilot whose skills equal Kei's. This condensation tells how the three work out their personal relationships; and of a dramatic change in the war that threatens all life forms.

Kei



Athena



Olson



Mimsy

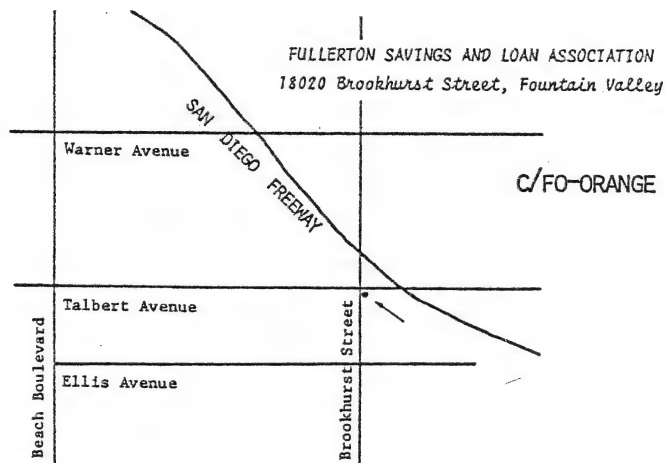




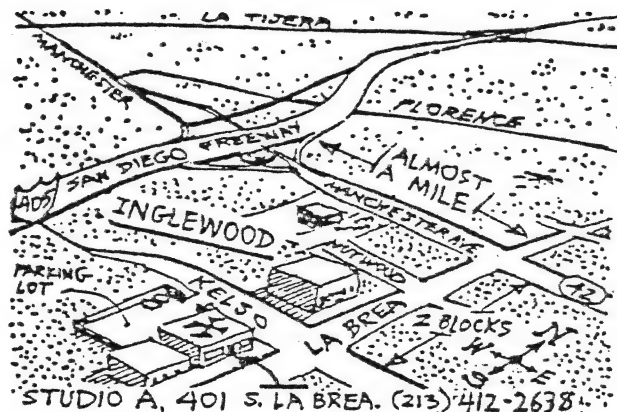
C/FO-SANTA BARBARA T-SHIRT CONTEST
AUGUST 1986 MEETING

- Winning design: Ed Schultheis (8 votes)
2nd place: "VAS" (4 votes)
3rd place: Jan Cumming (3 votes)
4th place: Ben Curley (1 vote)

(Ben Curley did not provide a copy of his design for the club records.)



C/FO-LOS ANGELES



NEW TAPE RECORDING POLICY

Tape recording is no longer allowed at any of the Los Angeles-area chapter meetings. This is because the noise of the taping and the constant adjustments of the VCRs has grown to the extent of becoming a serious interruption to the regular programming.

A new series of meetings especially for tapers is being coordinated by Jeff Roady, to be held at Studio A on the fourth Sunday of the month. For information, contact: Jeff Roady, 8312 Westminster Blvd., apt. 11, Westminster, California 92683; (714) 897-1907.

C/FO-SAN FERNANDO VALLEY TO START IN OCTOBER

Therri Moore has set the date and location for the first meeting of a new chapter for C/FOers who live in the San Fernando Valley. The chapter will meet during the evening of the fourth Saturday of each month. The first meeting is set for 6:00 p.m. on Saturday, 25 October. The location is the meeting hall of the Los Angeles Science Fantasy Society, 11513 Burbank Boulevard, North Hollywood, California 91601 (rear building). For information, contact: Therri Moore, 4942 Newcastle Avenue, Encino, California 91316; (818) 342-5049.

C/FO-SANTA MONICA MASCOT/LOGO COMPETITION

Participants in the C/FO-Santa Monica chapter have indicated that they would like an insignia of their own. Opinions are divided as to whether it should be a mascot character or a logo design. Submissions of either or both are requested, for a vote to be held at the chapter's October meeting. Anyone (not just C/FO-S.M. participants) may enter as many designs as they wish. Please submit designs that will still be clear when they are reduced. The winner will have his or her next year's C/FO dues paid by the chapter president. Please send your submissions before 19 October to: Bill Glass, 418 Rose Avenue, apt. 8, Venice, California 90291.

LOSCON 13 JAPANIMATION VIDEO ROOM

The annual Loscon s-f convention will once again feature a Japanese animation Video Room run by Jeff Roady. Loscon 13 will take place over the Thanksgiving weekend, Friday, 28 November through Sunday, 30 November, at the Pasadena Hilton Hotel, 150 South Los Robles, Pasadena, Calif. 91101. Memberships are \$20.00 at the door, but only \$17.50 for all 3 days if ordered by mail before 31 October. Send to: Los Angeles Science Fantasy Society, 11513 Burbank Boulevard, North Hollywood, California 91601.

BULLETIN MAILING POLICY:

This bulletin is sent regularly to those who have attended at least one meeting of any of these chapters within the last two months. It is also mailed to all those who have paid the Los Angeles chapter's \$10.00 annual donation, or who have paid a \$3.00 subscription fee for this bulletin. The bulletin is always published in time for the Orange chapter's meeting on the first Saturday of the month, so if you have not received your copy by then, telephone Fred Patten at (213) 827-3335 to request another copy.

GARDENA CHAPTER OFFICERS

President: David Riddick Administrative Assistant: Ted Atteberry Vice President: Troy D. Augborne
Secretary: Bob Napton Treasurer: Willie Culpepper

LOS ANGELES CHAPTER OFFICERS

President: Jeff Roady Vice President: Stephen B. Paschke Secretary: Fred Patten
Treasurer: John Martinez Programmer: Richard Reichman Chapter Representative: Dennis Brimhall

SANTA BARBARA CHAPTER OFFICERS

President: Lloyd M. Bachmann, Jr. Secretary: Ken A. Dase
Treasurer: Ed Schultheis Programmer: Robert Hasley

C/FO-Gardena information: David Riddick, 436 North Bellflower Blvd., #108, Long Beach, Calif. 90814 (213) 597-0052
C/FO-Los Angeles information: Fred Patten, 11863 West Jefferson Blvd., Culver City, Calif. 90230 (213) 827-3335
C/FO-Orange information: Mark Merlino, 13412 Gilbert Street, Garden Grove, California 92644 (714) 539-6547
C/FO-San Fernando Valley info: Therri Moore, 4942 Newcastle Avenue, Encino, California 91316 (818) 342-5049
C/FO-Santa Barbara information: C/FO-Santa Barbara, P. O. Box 91729, Santa Barbara, Calif. 93190 (805) 687-1962
C/FO-Santa Monica information: Bill Glass, 418 Rose Avenue, apt. 8, Venice, California 90291 (213) 452-4021

C/FO-GARDENA: The 17th meeting, on 9 Aug. at the Japanese Cultural Institute, drew 46 people; 36 members (including Jack Thielepape from the C/FO-Hill Country), 5 public & 5 guests. ## John Scharmen displayed a model of the Macross SDF-1. Brian Henderson and Robert Verdoliva wore "Orguss" Terram rank badges on their foreheads, and Verdoliva wore Olson glasses. ## David Riddick opened the meeting with a discussion of the permanent ban on taping from now on. Several people wanted to continue the taping, but the majority (including many tapers) felt that experience had shown that it was impractical to combine regular screenings and tape copying. David Riddick, Jeff Roady, and Richard Reichman promised that plans were being made to set up new exclusive meetings for the tape copiers. Roady hoped to announce the first of these at next week's L.A. meeting. ## David Riddick announced he was now employed by Books Nippan, who would take over the publication of his translations. This meant they would be published in better editions & at lower prices than if he had to print them himself. Books Nippan was going to reprint the *Macross Perfect Memory Book*, with his translation of "Macross: Do You Remember Love?" as a companion volume. Also, he would serve as a technical advisor for other projects such as the compilation of a video sampler tape to show at conventions. This led to a review of the San Diego Comic-Con and all the Japanimation materials to be found there. He noted that a drawback to the growing popularity of Japanimation was the appearance of "Japani-

mation experts" who did not know what they were talking about. He gave high marks to Carl Macek's frank presentation on the "Robotech" feature & new TV episodes. Riddick closed with an enthusiastic review of BORIS THE BEAR SLAUGHTERS THE TEENAGE RADIOACTIVE BLACK BELT MUTANT NINJA CRITTERS. ## Fred Patten announced that this was the last meeting before the closeout of the MEMBERSHIP DIRECTORY #11. He gave out DIRECTORY update forms to members who had not filled one out yet. Patten also reported the new expanded local bulletin needed financial support, and was looking for "angels" to regularly contribute towards its publication. Kent Kawai pledged \$5 a month. Patten mentioned a suggestion by Mark Merlino that the printed bulletin be replaced by a long-playing telephone recording which could give the program schedule each month; but this was not popular. Patten asked if anyone was interested in becoming an assistant editor; John Scharmen volunteered. Patten finally announced that the first meeting of the new C/FO-San Fernando Valley had been set for Sat., 25 October at the LASFS clubhouse at 6:00 p.m. ## Richard Reichman announced that he would have photocopies of the C/FO-Orange's Sep. program for distribution at the L.A. meeting next week. ## Program changes: the copy of "The North Star Fist", #1 shown was a commercial tape that also contained the dramatic climaxes of the rest of the episodes in that program's first sequence. "Macross Mech Graffiti" & "Cosmo Police Justy" were added; the "Go Shogun" feature was dropped.

C/FO-SANTA BARBARA: The 5th meeting, on 10 Aug. at Rusty's Pizza Parlor, drew 27 people; 11 members & 16 guests. ## Ken Dase, Robert Hasley, & Ed Schultheis brought toys, manga, and anime magazines for display. Mahlon Miller brought original cels from "Giant Gorg" and "The Dirty Pair". Lloyd Bachmann supplied his TV set and stereo system so we could watch the program in stereo sound. Art Binninger brought a photo album, some clay characters, and the bridge set from "Star Trix - The Flick", and answered questions about the filming of the

movie. ## At the business meeting, each chapter officer was introduced and described what his duties were. Donations were solicited for the publication of the bulletin of the Los Angeles chapters. Eric Tolle, Mahlon Miller, Steve Butler, and Harvey Reder donated a total of \$8.00. There were four entries in the contest to choose a design for a chapter T-shirt. Ed Schultheis's design, featuring Lyria & the Santa Barbara mission, won with 8 votes. The other entries were by "VAS" (4 votes), Jan Cumming (three votes), and Ben Curley (one vote).

C/FO-SANTA MONICA: The 42nd meeting, on 10 August at A Change of Hobbit, drew 59 attendees; 21 members (including Jack Thielepape), 13 public, and 25 guests. ## Janos Carpenter displayed a "Mospeada" Legios model. Flyers on ASIFA's 16th annual Animation Art Festival were distributed. Therri Moore asked anyone interested in attending the new C/FO-San Fernando Valley chapter to contact her, and said that the first meeting would be on Sat., 25 Oct. Fred Patten announced that this was the last meeting at which additions to MEMBERSHIP DIRECTORY #11 could be accepted, and gave out applications for it. ## Bill Glass asked for a vote on whether we wanted to continue watching "Orguss" or switch to another serial

instead, and if so, to which one? There was general confusion. Most attendees felt that they didn't know enough about which other series were available to vote intelligently. It was decided to defer the vote until more information could be presented, and that next month's program should showcase some of the other programs available. ## Fred Patten reported that the new expanded local bulletin needed financial support. He asked for "angels" who would help contribute to its publication regularly. Bob Napton, Scott Napton, & Chorssie Jones each pledged \$5.00 per month. ## Program additions: a 15-minute sampler of British animated TV commercials plus "Seaside Woman", by the Oscar Grillo studio; and a surprise feature.

C/FO-LOS ANGELES: The 112th meeting, on 16 Aug. at Studio A, drew 42 attendees; 23 members, 9 public, & 10 guests. ## Kent Song held a large sale of Japanimation materials in the front room. Ken Dase displayed a "Robotech: The Movie" poster. ## Jeff Roady and John Martinez held a free raffle for 2 posters, a "Yohko" calendar, and a July 1984 TV RADAR. Jeff Roady announced that the 1st tape copying meeting would be held next Sunday, but he was asked to postpone it for a month to give the copiers time to prepare for it. Roady also asked for donations to frame a "Robotech" poster for Studio A, but nobody contributed. A long discussion was held about the

creation of a Tape Library; numerous questions were asked but nothing was resolved. "A moment of silence" was held "to honor our departed friends" who were on the Japanimation '86 tour, in Tokyo today. Marc Hoffman announced he would have a translation of "Mega Zone 23" for sale next month. David Douglas reported on how "Robotech Sentinels" was doing. ## "Giant Gorg", #21 was dropped. "Galient", #3, 'The Battle of White Valley' was shown instead. Art Binninger showed "Star Trix - The Flick" and told how it was made. He also displayed a photoalbum which documented its production. "Cream Lemon", #10, 'Star Trap', was also shown.



Cartoon/Fantasy Organization

401 South La Brea Ave.
Inglewood, CA 90301

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CARTOON/FANTASY ORGANIZATION

THE GREATER LOS ANGELES AREA
C/FO CHAPTERS

BULLETIN #63

OCTOBER 1986

C/FO-ORANGE: 64TH MONTHLY MEETING -- SATURDAY, 4 OCTOBER 1986
FULLERTON SAVINGS AND LOAN ASSOCIATION, 18020 BROOKHURST STREET,
FOUNTAIN VALLEY, CALIFORNIA 92708

- 3:00 p.m. "Orguss, the Super Dimension Century", #33, 'The Last Charge'
- 3:30 p.m. featurette: "M. D. Geist, the Relentless Armored Soldier"
(Hiro Media Associates, 1986)
- 4:15 p.m. "Fight!! Iczer-1"
- 4:45 p.m. "Fight!! Iczer-1. Act 2, The Challenge of Iczer-Sigma"
- 5:15 p.m. "Pink Noise", #1, 'Call Me Tonight'
- 5:45 p.m. "The North Star Fist", #15, 'Count To Three! It's You Who's Going to Die!!'
- 6:15 p.m. dinner break
- 7:00 p.m. "Those Obnoxious Aliens", #142, 'Charming Sakura's Exorcism Breaks Up the Gang of Spooks!!'
- 7:30 p.m. feature: "Vampire Hunter D" (Movic/CBS Sony Group/Epic Sony, 1985)
- 9:00 p.m. Halloween surprise
- 9:15 p.m. "Kitaro's Boooooo", #35, 'The 1,000-Year Reich of the Red-Tongued Ghosts'
- 9:45 p.m. requests



Sakura
(Those Obnoxious Aliens)

Kitaro



C/FO-GARDENA: 19TH MONTHLY MEETING -- SATURDAY, 11 OCTOBER 1986

GARDENA VALLEY JAPANESE CULTURAL INSTITUTE, 16215 SOUTH GRAMERCY PLACE, GARDENA, CALIFORNIA 90247 * ROOM 206

- 1:30 p.m. "SPT Layzner, the Blue Meteor", #2, 'The Famous Eiji'
- 2:00 p.m. "Mobile Suit Zeta Gundam", #1, 'Black Gundam'
- 2:30 p.m. "Mobile Suit Gundam ZZ", #3, 'The Knight of Indra'
- 3:00 p.m. request
- 3:30 p.m. featurette: "M. D. Geist, the Relentless Armored Soldier" (Hiro Media Associates, 1986)
- 4:30 p.m. business meeting and dinner break
- 6:30 p.m. "The Dirty Pair", #1, 'The Computer Learns to *Kill*'
- 7:00 p.m. "The Southern Cross, the Super Dimension Cavalry", #1, 'The Prisoner'
- 7:30 p.m. "Galactic Patrol: The Lensman", #1, 'The Birth of the Lensman'
- 8:00 p.m. feature: "Gall Force: Eternal Story" (Movic/Sony Video Software International, 1986)



Eiji
(Layzner)

Elu
(Gundam ZZ)



Yuri
(Dirty Pair)

Jeanne
(Southern Cross)



C/FO-SANTA BARBARA: 7TH MONTHLY MEETING -- SUNDAY, 12 OCTOBER 1986

RUSTY'S PIZZA PARLOR, 232 WEST CARRILLO STREET, SANTA BARBARA, CALIFORNIA 93101 * (805) 687-1962

- 2:00 p.m. Upstairs stereo TV room opens
- 2:30 p.m. "Giant Gorg", #5, 'The Island of the God'
- 3:00 p.m. "Tobikage, the Ninja Warriors", #7, 'Return to the Asteroid'
- 3:30 p.m. "Cat's Eye", #7, 'The Gorgeous Love Sign'
- 4:00 p.m. "Those Obnoxious Aliens", #5, 'Rei, a Handsome Youth, Arrives!'
- 4:15 p.m. "Those Obnoxious Aliens", #6, 'Drop Dead, Handsome!'
- 4:30 p.m. business meeting
- 5:00 p.m. feature: "Odin: Starlight, the Northern Lights Clipper" (West Cape Co., Ltd., 1985)
- 7:15 p.m. "The Dirty Pair", #1, 'The Computer Learns to *Kill*'

Dr. Wave
(Giant Gorg)



Mike
(Tobikage)



Rui
(Cat's Eye)



Rei
(Those Obnoxious Aliens)



C/FO-LOS ANGELES: 114TH MONTHLY MEETING -- SATURDAY, 18 OCTOBER 1986

STUDIO A, 401 SOUTH LA BREA AVENUE, INGLEWOOD, CALIFORNIA 90301 * (213) 412-2638

- 12:30 p.m. Studio A opens for set-up
- 1:30 p.m. "Galient, the Panzer World", #5, 'The Valley of Negative Gravity'
- 2:00 p.m. "Giant Gorg", #21, 'Town Panic'
- 2:30 p.m. "Votoms, Armored Trooper", #35, 'The Death Line'
- 3:00 p.m. featurette: "M. D. Geist, the Relentless Armored Soldier" (Hiro Media Associates, 1986)
- 3:45 p.m. Halloween surprise
- 4:00 p.m. "Fight!! Iczer-1"
- 4:30 p.m. "Fight!! Iczer-1. Act 2, The Challenge of Iczer-Sigma"
- 5:00 p.m. "Tobikage, the Ninja Warriors", #9, 'A Howl of Farewell'
- 5:30 p.m. business meeting and auction
- 6:00 p.m. previews and requests
- 7:30 p.m. feature: "Vampire Hunter D" (Movic/CBS Sony Group/Epic Sony, 1985)
- 9:00 p.m. "Mobile Suit Gundam ZZ", #5, 'Jyudo's Firm Decision'
- 9:30 p.m. "Pink Noise", #1, 'Call Me Tonight'
- 10:00 p.m. requests



Capt. Behm
(Giant Gorg)

Hilmuca
(Galient)



Romia
(Tobikage)



Chirico
(Votoms)



Iczer-2
(Iczer-1)



Jyudo
(Gundam ZZ)



Rumy
(Pink Noise)

C/FO-SANTA MONICA:: 44TH MONTHLY MEETING — SUNDAY, 19 OCTOBER 1986
A CHANGE OF HOBBIT, 1853 LINCOLN BOULEVARD, SANTA MONICA, CALIFORNIA 90404 * (213) GREAT SF

6:30 p.m. feature: "Mobile Suit Gundam 3: A Chance Encounter in Space" (Nippon Sunrise, 1982)
9:00 p.m. "Mobile Suit Zeta Gundam", #1, 'Black Gundam'
9:30 p.m. "Mobile Suit Zeta Gundam", #2, 'The Departure'

Kamiru
(Zeta Gundam)



C/FO-SAN FERNANDO VALLEY (PROVISIONAL): 1ST MONTHLY MEETING — SATURDAY, 25 OCTOBER 1986
LOS ANGELES SCIENCE FANTASY SOCIETY, 11513 BURBANK BOULEVARD, NORTH HOLLYWOOD, CALIFORNIA 91601 * (818) 760-9234

6:00 p.m. Rear building opens for set-up and get-acquainted session
6:30 p.m. "Kimba, the White Lion", #3, 'Dangerous Journey'
7:00 p.m. "Those Obnoxious Aliens", #1, 'I'm Lum-chan, Whom Everyone's Talking About!'
7:15 p.m. "Those Obnoxious Aliens", #2, 'It's Raining Gasoline All Over Town!'
7:30 p.m. "Kimba, the White Lion", #5, 'Journey Into Time'
8:00 p.m. feature: "Vampire Hunter D" (Movic/CBS Sony Group/Epic Sony, 1985)
9:30 p.m. "Those Obnoxious Aliens", #103, 'Panicking at the Ghosts' Inn'



Kimba

Lum-chan
(Those Obnoxious Aliens)



C/FO-SANTA BARBARA: SPECIAL HALLOWE'EN MEETING — FRIDAY, 31 OCTOBER 1986
RUSTY'S PIZZA PARLOR, 232 WEST CARRILLO STREET, SANTA BARBARA, CALIFORNIA 93101 * (805) 687-1962

8:00 p.m. feature: "Vampire Hunter D" (Movic/CBS Sony Group/Epic Sony, 1985)

Attendees are invited to come in costume to this Halloween party meeting.



M. D. GEIST, THE RELENTLESS ARMORED SOLDIER Hiro Media Assoc., 1986. 45 minutes.

Several hundred years after the end of the Christian era, humanity had colonized many planets. This did not bring peace, however, but an almost constant state of warfare. Super-soldiers were manufactured through a special biocloning process. But one soldier was more than just super. M. D. ("Most Dangerous") Geist was the Commander of a Special Maneuvering Force in the wars on the planet Jerra. He was so ruthless, and apparently literally unkillable, that his own side came to fear him and had him imprisoned in a satellite. Time passed, civilization on Jerra collapsed, and one day the satellite crashed back down on Jerra. Geist was free again.

Geist wanders across the bleak surface of Jerra until he comes to the ruin of a city. The remnants of the armies are still fighting, and a biker gang, Running Wild, is preying on anyone that it can catch. Geist confronts the gang and kills Golem, its leader. Paia, the boss's consort, supports Geist as their new leader because she feels that with him in charge, Running Wild will go places. (Besides, she'd rather share the leader's bed with him than with any of the others.)

Geist leads the gang to the defense of a land battle cruiser, the *Noagardos*, and offers its services as mercenary troops. Captain Kurtz is aware of who Geist is, and is in almost superstitious dread of him ("You're not a soldier, you're a monster!"). But Geist's help will enable Kurtz to carry out a mission to break into the enemy's Brain Palace and destroy Program "D". Geist, in a Fightex (battle armor) of his own design, leads the troops in. They are killed until only Geist is left to face the Palace's armored guardian, which Kurtz activates while he shuts down Program "D", a Domsday "Death Force". As Kurtz apologizes to the memory of his men ("It was worth your sacrifice to destroy that monster, Geist!"), the bloody Geist appears and kills him. But as Paia exults that all the soldiers are dead, Geist turns the Death Force back on, saying, "For me, the game is just beginning!" To be continued....

VAMPIRE HUNTER D Movic/CBS Sony Group/Epic Sony, 1985. 80 minutes.

In 12,090 A.D., a feudal society exists in which human peasants are ruled by vampire aristocrats. Doris, a young human, is casually taken and discarded by Count Magnus Lee, the region's lord. A mysterious vampire hunter known only as "D" rides into town. Doris offers herself to him if he will rid the land of the vampires. Greco, the mayor's spoiled son, wants to marry Doris, but when she spurns him, he reveals that she has been bitten by Lee. The townsfolk are divided over whether to imprison her until it's seen if she turns into a vampire, or to give her to Lee to placate him. Only her younger brother Dan, her old teacher Doctor Fearing, and "D" stand up for her. Meanwhile the Count, bored with his immortal life, decides to marry Doris so he can toy with her while she lasts. Lee sends his daughter Lamica, and his mutant henchman Reiginsei (Bright Silver Star) to collect Doris. But Lamica is humiliated by the thought of having a human as a stepmother, and plans to kill Doris instead. "D" defeats them, but in a way that reveals he is a "danpiru", a human-vampire crossbreed. Lamica, in disgrace, prays to Dracula for help.

"D" breaks into Lee's castle, but is captured by three seductive Lamia. Lee's forces have meanwhile seized Doris. Lee brings her to watch "D" have his soul eaten. But "D" escapes from the Lamia and rescues Doris. Lee is more excited by the "fun" of having serious opposition than annoyed. He sends Rei a "Time Deceiver Lamp" to finish "D" off. But the Lamp is stolen by Greco, who plots to use it for his own benefit. Lee tries again to have Doris kidnapped, by a secret ally, but Lamica fouls this up with another attempt on Doris' life. Rei retrieves the Lamp, kills "D", and bears Doris to Lee in triumph. But Rei wants immortality and Lamica as a reward, which Lee feels is being too pushy. And "D" has a dark secret which transcends death...



"D"



Magnus Lee



Greco



Reiginsei



Lamica

GALL FORCE: ETERNAL STORY *Movic/Sony Video Software International, 1986. 80 minutes.*

A space war has been going on for centuries between the human Solnoids and the inhuman Paranoids. 800 years previously, it looked like the Paranoids had won when they killed all the Solnoid males. But the Solnoid women kept the race alive by cloning themselves. Now the Solnoids have become a totally militarized space-going Amazonian race, trained to fight from the earliest age.

A Solnoid cruiser, the *Star Leaf*, is a scout flying ahead of a space fleet advancing towards the 15th Starbuild plan, a Solnoid project to create a new stellar system complete with life forms. The *Star Leaf*'s crew ranges from the Captain, Eluza (21 years old), to the Procurement Officer, Rummy (15). Early in their voyage they pass the scene of a recent space battle and rescue Luffy, a fighter pilot whose base ship was destroyed; Luffy does not mix in well with the *Star Leaf*'s crew. The story is of the relationships among the crew members during normal space duty and during several dramatic incidents. Some of these are natural crises and some are Paranoid attacks. The Paranoids are moving up their own space fleet to colonize the Solnoids' new stellar system before they can claim it. Their advance scouts' mission is to destroy the *Star Leaf*. There are casualties. Finally the survivors of the *Star Leaf*'s crew enter the new system and land on one world of a double-planet, Chaos, a primitive paradise. They hastily try to fortify a base before the Paranoids can make their final attack. Meanwhile, the life-creating force of the Starbuild plan is still in operation, and it has an unexpected effect on the girls. But it may be academic when the Solnoid and Paranoid fleets reach Chaos at the same time and begin a battle that may destroy the new system.



Eluza



Rabby



Luffy



Pony



Rummy

ODIN: STARLIGHT, THE NORTHERN LIGHTS CLIPPER *West Cape Company, Ltd., 1985. 140 minutes.*

In 2099 A.D. the *Starlight*, the first Solar Wind-powered hyperwarp ship, is leaving on its maiden voyage. Akira Tsukuba, trained as its navigator, is trapped by a bureaucratic snafu at Moon Base. A distress call comes from a passenger ship attacked in the Asteroid Belt by an automated Terminator. Akira steals a fighter and joins the *Starlight* just as it warps to the Asteroids. The regular navigator collapses from the warp strain, and Akira becomes his replacement. The passenger ship was destroyed except for one girl in an escape capsule, Salla Cianbaker, whom they rescue. As they investigate the Terminator, they accidentally cause it to blow up when it fires at them. This explosion creates a rift into a parallel universe, into which the *Starlight* is sucked.

They find a wrecked spaceship with a memory crystal which hints of the lost planet Odin. Captain Takeshi Suzuka feels that their duty is to report back to Earth; but Salla, who is from Odin, causes the crew to mutiny and seek the planet. A vast image in space of an old man, Asgard, warns them to go back. When they continue, they are attacked by cyborg fighter ships. The ships come from the invulnerable Fortress of the super-computer Belgel, which had destroyed Odin and converted all its people into enslaved cyborg soldiers. Can the crew of the *Starlight* escape the same fate? (All music by Akira Takasaki, the lead guitarist for Japan's top heavy-metal/acid rock group, Loudness, who perform the theme songs.)



Akira



Salla



Mamoru

Captain
Suzuka

MOBILE SUIT GUNDAM III: A CHANCE ENCOUNTER IN SPACE *Nippon Sunrise, 1982. 140 minutes.*

"Gundam" was a 1979-80 43-episode serial which was a landmark in Japanese animated s-f. It was the first to use giant robots as common military hardware rather than as super-warriors, and to emphasize realistic characterization and a tightly-written serialized story rather than individual episodes of exaggerated heroics. "Gundam" was so popular that it was condensed into three theatrical features. These consist primarily of highlights from the TV episodes.

"Gundam" tells of the war between the Federation (Earth) and the Jion Empire, a space colony which wants independence. It is also the story of Amuro Ray, the young pilot of the Gundam battle armor, of his team-mates, and of his main adversary, Char Aznable, Jion's top mobile-suit pilot (and the real heir to Jion who is planning revenge against the Zabi clan who usurped it from his family). In "Gundam III", Amuro and the other young soldiers of White Base have been made a regular unit in the Federation's 13th Task Fleet. White Base wipes out the first Jion force it meets, then puts in at the neutral space colony, Side 6, for supplies. While there, Amuro rediscovers his father and severs his last family ties. He also meets a Jionist girl, Lalah Sun, who turns out to be a New Type esper like himself. Lalah is in love with Char, but she finds herself psionically drawn to Amuro. The relationship between these three young New Types is a major plot of "Gundam III". Meanwhile, the Federation and Jion's Emperor, Degin Zabi, are both weary and ready for peace. But Degin's ruthless son Giren orders the peace conference attacked with Jion's secret super-laser, killing his father and the Federation's leaders and crippling the unprepared Federation troops. Both sides maneuver for an all-or-nothing battle around Jion's A-Baoa-Ku space base. During this battle, many of the characters dramatically resolve their personal conflicts as well.



Amuro Ray



Char Aznable



Lalah Sun



Sayla Mass



Giren Zabi



Frau Baw

GARDENA CHAPTER OFFICERS

President: David Riddick Administrative Assistant: Ted Atteberry Vice President: Troy D. Augborne
Secretary: Bob Napton Treasurer: Willie Culpepper

LOS ANGELES CHAPTER OFFICERS

President: Jeff Roady Vice President: Stephen B. Paschke Secretary: Fred Patten
Treasurer: John Martinez Programmer: Richard Reichman Chapter Representative: Dennis Brimhall

SANTA BARBARA CHAPTER OFFICERS

President: Lloyd M. Bachmann, Jr. Secretary: Ken A. Dase
Treasurer: Ed Schultheis Programmer: Robert Hasley

Last-minute addition:

C/FO-PASADENA (PROVISIONAL): 1ST MONTHLY MEETING — FRIDAY, 17 OCTOBER 1986
VICTORY PARK CENTER, 2575 PALOMA STREET, PASADENA, CALIFORNIA (PALOMA AND ALTADENA DRIVE)

6:30 p.m. feature: "Macross: Do You Remember Love?" (Tatsunoko Production Co., Ltd., 1984)

8:30 p.m. "Fight!! Iczer-1"

MACROSS: DO YOU REMEMBER LOVE? Tatsunoko Production Co., Ltd., 1984. 112 minutes.

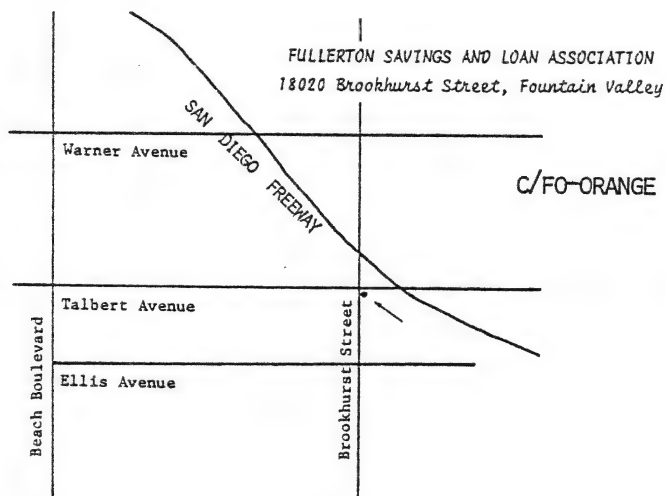
The Macross/SDF-1 is a huge alien battleship which crashed on Earth in 1999. By 2009 a large re-search community had grown up around the ship. The Macross had just been repaired when the alien Zentraedi came to Earth to get it back. During the initial fighting, the Macross "folded" out to Pluto's orbit with the entire research community on board. Now, five months later, the Macross is slowly returning to Earth. The humans have built a whole city for themselves inside the ship.

Pop star Lynn Minmay is performing when the Zentraedi attack. Minmay is rescued by young fighter pilot Hikaru Ichijo, who has a crush on her. Minmay is amused, then becomes seriously interested in the sincere teenager. After the battle, Hikaru is scolded by his (female) CO, Misa Hayase, who lost her own boy friend in the war. Meanwhile the Zentraedi, who are divided into emotionless, separated male and female warrior species, have been studying the humans. They are confused and fascinated by the sight of the human sexes on such familiar terms. Later a space battle leads to Hikaru and Misa becoming stranded together long enough to develop a relationship. They find ancient ruins which show that the Zentraedi were once a united race before they artificially "improved" themselves. Back on the Macross, Hikaru, Misa, and Minmay have their personal relationships to sort out, while the humans gamble on saving themselves from the Zentraedi by having Minmay sing an old Zentraedi love song to release the aliens from their sterile, aggressive nature.

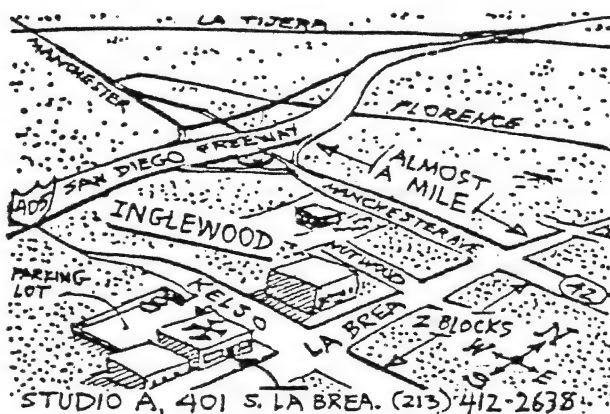


C/FO-Gardena information: David Riddick, 436 North Bellflower Blvd., #108, Long Beach, Calif. 90814 (213) 597-0052
C/FO-Los Angeles information: Fred Patten, 11863 West Jefferson Blvd., Culver City, Calif. 90230 (213) 827-3335
C/FO-Orange information: Mark Merlino, 13412 Gilbert Street, Garden Grove, California 92644 (714) 539-6547
C/FO-Pasadena information: Ethan Fogg, 1302 Mar Vista, Pasadena, California 91104 (818) 797-9125
C/FO-San Fernando Valley info: Therri Moore, 4942 Newcastle Avenue, Encino, California 91316 (818) 342-5049
C/FO-Santa Barbara information: C/FO-Santa Barbara, P. O. Box 91729, Santa Barbara, Calif. 93190 (805) 687-1962
C/FO-Santa Monica information: Bill Glass, 418 Rose Avenue, apt. 8, Venice, California 90291 (213) 452-4021

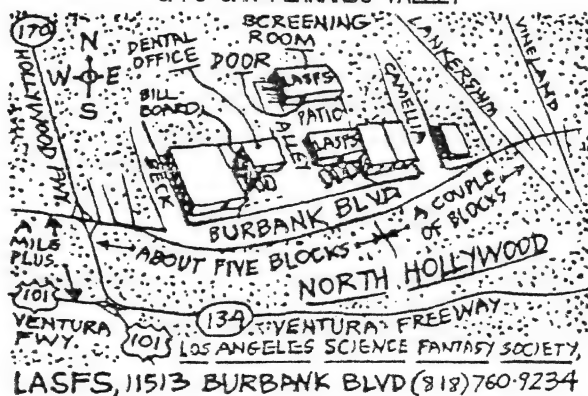
For information about the L.A.-area tape-copying meetings, contact: Jeff Roady, 8312 Westminster Blvd., apt. 11, Westminster, California 92683; (714) 897-1907.



C/FO-LOS ANGELES



C/FO-SAN FERNANDO VALLEY



C/FO-SANTA MONICA MASCOT/LOGO COMPETITION

Participants in the C/FO-Santa Monica chapter have indicated that they would like an insignia of their own. Opinions are divided as to whether it should be a mascot character or a logo design. Submissions of either or both are requested, for a vote to be held at the chapter's October meeting. Anyone (not just C/FO-S.M. participants) may enter as many designs as they wish. Please submit designs that will still be clear when they are reduced. The winner will have his or her next year's C/FO dues paid by the chapter president. Please send your submissions to arrive before 19 October, to: Bill Glass, 418 Rose Avenue, apt. 8, Venice, California 90291.

LOSCON 13 JAPANIMATION VIDEO ROOM

The annual Loscon s-f convention will once again feature a Japanese animation Video Room run by Jeff Roady. Loscon 13 will take place over the Thanksgiving weekend, Friday, 28 November through Sunday, 30 November, at the Pasadena Hilton Hotel, 150 South Los Robles Avenue, Pasadena, California 91101. Memberships are \$20.00 at the door, but only \$17.50 for all three days if ordered by mail before 31 October. Send to: Los Angeles Science Fantasy Society, 11513 Burbank Boulevard, North Hollywood, California 91601.

VIDEO TAPES FOR SALE

George Rock has just replaced four commercial video tapes in his collection with laser disk copies. He would like to sell his tape copies. This is an opportunity to buy commercial tape copies of "Dagger of Kamui", "Harmagedon", "Macross: Do You Remember Love?", and "Angel's Egg" that have only been played a couple of times, for about \$60.00 each. If you are interested, please contact: George Rock, 12300 Sherman Way, #A-4, North Hollywood, Calif. 91605; or call (818) 982-3057 after 6:30 p.m.

BULLETIN MAILING POLICY: This bulletin is sent regularly to those who have attended at least one meeting of any of these chapters within the last two months. It is also mailed to all those who have paid the Los Angeles chapter's \$10.00 annual donation, or who have paid a \$3.00 subscription fee for this bulletin. The bulletin is always published in time for the Orange chapter's meeting on the first Saturday of the month, so if you have not received your copy by then, telephone Fred Patten at (213) 827-3335 to request another copy.

SEPTEMBER 1986 ACTIVITIES

C/FO-ORANGE: The 63rd meeting, on Sept. 6th at Fullerton Savings' community room, drew 29 attendees; 17 members, 2 public, and 10 guests. ## David Bliss distributed petitions for a write-in campaign to get the L.A. in 1990 Worldcon bid to change its name, from L.A.con III to Anaconda. Fred Patten handed out flyers for a two-day festival of Japanese Animation, at the Academy of Motion Pictures Arts and Sciences next week. ## Richard Reichman reported that, while David Riddick's translations would be available only through Books Nippan, Marc Hoffman would be

selling a separate translation of "Mega Zone 23" in around a month. Fred Patten announced the general business meeting at Studio A on Sunday. John Van Ommen & Joseph Krejci asked for help in beginning a C/FO chapter in San Bernardino: ## Program changes: the "Iczer-1" titles and "Fire Tripper" were dropped. Additions: "Prefectural Earth Defense Force", #1, 'Prefectural Military Operation No. 1'; #2, 'Dive Into the Demons' Den'; #3, 'Cyborg Boogie'; #4, 'The Waitresses's Counter-attack'; and (feature) "Gall Force: Eternal Story".

BUSINESS MEETING: The 3rd general meeting, on Sept. 7th at Studio A, was brought to order by Lloyd Bachmann at 2:32 p.m. Fred Patten, Jeff Roady, and Jerry Shaw represented the C/FO-L.A.; and Lloyd Bachmann, Ken Dase, & Ed Schultheis represented the C/FO-Santa Barbara. Richard Reichman (C/FO-L.A. & Orange) telephoned in a report. ## Lloyd Bachmann asked for an agenda. It was decided to discuss: (1) funding of the local bulletin; (2) tape copying; (3) the C/FO-S.B. T-shirt; and (4) decorating Studio A. Fred Patten announced that Therri Moore had set the first meeting of the C/FO-San Fernando Valley for Sat., 25 Oct. at the LASFS's clubhouse in North Hollywood. ## Fred Patten reported that 1 member at the C/FO-Gardena and 3 at the C/FO-Santa Monica had pledged \$5 apiece each month toward the bulletin's expenses. Ed Schultheis said that some C/FO-S.B. members had donated \$8 at their last meeting, but he didn't know whether this was a continuing pledge or not. Patten felt that this was an encouraging beginning toward paying for the local bulletin. ## Richard Reichman reported by phone that attendees at the Gardena, L.A., & Orange chapters had all been agreeable to a policy of cancelling tape-copying at the chapter meetings, and starting a new meeting just for copying. Jeff Roady said that he had proposed to hold the first taping meeting during the 4th Sunday in August, but the tapers had asked him to postpone it until Sep. to give them time to prepare for it. There was general discussion as to how the tape-copying meetings ought to be run. It was agreed that they should be publicized by word of mouth and not announced in the local bulletin, unless the tapers themselves wanted to publish a bulletin of their own. Roady wanted to hold the meetings at Studio A on each 4th Sunday, from noon to 8:30

p.m. Tapers would be responsible for bringing their own equipment. The meetings would be designed to be run on a tight schedule, and for tapers who wanted to copy the entire program. People would not be allowed to copy only a part of it, due to delays and foulups caused by individuals plugging their VCRs into the lineup or removing them from the lineup at odd times. An exception would be made for movies; 15 minutes would be scheduled between movies for tapers to drop out or plug into the line. Each taper would be charged a blank tape at this first meeting, to be used to establish a general Tape Library for all L.A.-area chapters. There might be a slight additional fee to cover Studio A's electricity bill. These rules were tentative; they would probably be modified, based on how the taping meetings worked out. ## Ed Schultheis showed the winning design for the C/FO-Santa Barbara's T-shirt contest and announced that he was taking orders. The design would be silk-screened in full color onto a white or off-white shirt. The price would be \$10, or slightly less if they got enough orders to get a price break on the quantity. They would be ready by the C/FO-S.B.'s Oct. meeting. ## Jeff Roady reported that he had asked for donations to have a "Robotech" poster framed, at last month's L.A. chapter meeting, but nobody had responded. He also wanted to raise money to buy a glass display cabinet for models. Patten and Shaw promised to help encourage donations, but they thought that a lockable cabinet for tapes ought to come before a glass display case. ## The fourth meeting was scheduled for Studio A at 2:00 p.m. on Sunday, 19 Oct. It was resolved that the meeting should be limited to two hours, and that agenda topics should have time limits set to help keep discussions from rambling.

C/FO-GARDENA: The 18th meeting, on 13 Sep. at the Japanese Cultural Institute, drew 42 people; 34 members, 5 public, & 3 guests. Room 205 was used as a conversational lounge. ## Jeff Roady announced plans for the new series of meetings for tapers to start on the 4th Sunday of Sep. at Studio A. Willie Culpepper & Ted Atteberry announced they were starting a coalition of writers & artists, Spectra Publishing. They offered to print and distribute for free any comic book that anybody wanted to submit to them. David Riddick reported that contract negotiations to allow Books Nippan to publish an authorized edition of his "Macross: Do You Remember Love?" translation were taking longer than he had expected. Meanwhile,

C/FO-SANTA BARBARA: The 6th meeting, on 14 Sep. at Rusty's Pizza Parlor, drew 46 people; 14 members, 4 public, & 28 guests (a new record). ## Ben Curley, Lloyd Bachmann, Eric Tolle, Steve Butler, Robert Hasley, Ken Dase, & Ed Schultheis brought items for display. ## At the business meeting, it was announced that the chapter T-shirt would be in full color, at around \$10 apiece, and should be ready by next meeting. It was also announced that there would be a special meeting on Hallo-

C/FO-LOS ANGELES: The 113th meeting, on 20 Sep. at Studio A, drew 54 attendees; 40 members, 9 public, & 5 guests. ## Studio A was enhanced by 2 message boards donated by Dennis Brimhall, one with a "Welcome to the C/FO" message in the front room and the other with a "No taping" message upstairs. Jerry Shaw donated a framed "Arion" poster. Michael Aguilar displayed five of his papier-maché models, & John Martinez displayed the items to be auctioned & raffled that evening. Fred Patten passed around the Oct. ANIMAGE, with a photo-article on the Japanimation '86 tour's visit to its offices. Ken Dase gave out the C/FO-Santa Barbara's Oct. bulletin. An advertisement for "The Official ROBOTECH Convention", in Anaheim on Oct. 4 - 5, was circulated. ## Jeff Roady and John Martinez held a free raffle for 4 Japanimation magazine inserts. Winners were Ken Dase, Gilbert Berru, Tony Victorino, & Ted Atteberry. Fred Patten held an auction of old anime magazines and manga for the treasury; \$17.55 was raised, from Bill Switzer, Tony Victorino, David Peters, & Michael Aguilar. ## Jeff Roady announced the plan for the new tape-copying meetings. They would have to be held on the 4th Saturday, rather than on the 4th Sunday, as he'd previously announced; he asked everyone to spread the word, to save those who'd heard his earlier announcement from coming on the wrong day. Ed Schultheis showed the colored design for the new C/FO-S.B. T-shirt, and offered

to take orders at \$10 each. Robert Verdoliva gave us the latest "Robotech" news, which he'd just heard from Carl Macek. Jerry Shaw was applauded for his donation of the "Arion" poster, which Al Gillen said he'd hang in the front room. Fred Patten donated a "Grandizer" poster and asked for contributions to have it framed. About \$14 was collected. Jeff Roady volunteered to get a price for the frame. Richard Reichman & Jerry Shaw talked of plans for a new Tape Library, to be available for the entire club, which would have a constantly-updated catalog. Questions were asked about a number of details, which Reichman said hadn't been worked out yet. Willie Culpepper & Ted Atteberry announced their creation of Spectra Publishing, and offered to print & distribute comics free for anyone who wanted to utilize their services. They also offered to print & mail the L.A.-area C/FO bulletin at a large discount, if the local chapters could pay \$500 for 6 months' expenses in advance. After discussion, Jerry Shaw, Fred Patten, & Stephen Paschke agreed to loan the chapters the \$500, to be repaid by the chapters over the 6-month period. ## "Giant Gorg", #21 was dropped. Michael Aguilar showed several of his Super-8, stop-motion, papier-maché amateur films, including some that he'd previously shown (including many starring Fanta) when he was a regular attendee years ago, and some that he'd made since then. He hoped to transfer them to video tape soon.

we'en night, with a screening of "Vampire Hunter D". A raffle was held for "Giant Gorg" & "Mega Zone 23, Pt. 2" buttons; Nerem Dale won the latter. Robert Hasley auctioned some cel art books for the treasury, and raised \$15.62; the purchasers were Sam Masson, Christy Curphey, Kier Bass, and Andrew Wood. Hasley said he would auction some original Japanese cels at the next meeting. ## Robert Hasley supplied the VCR and stereo system, and Lloyd Bachmann provided the TV set for this month's meeting.

fered to take orders at \$10 each. Robert Verdoliva gave us the latest "Robotech" news, which he'd just heard from Carl Macek. Jerry Shaw was applauded for his donation of the "Arion" poster, which Al Gillen said he'd hang in the front room. Fred Patten donated a "Grandizer" poster and asked for contributions to have it framed. About \$14 was collected. Jeff Roady volunteered to get a price for the frame. Richard Reichman & Jerry Shaw talked of plans for a new Tape Library, to be available for the entire club, which would have a constantly-updated catalog. Questions were asked about a number of details, which Reichman said hadn't been worked out yet. Willie Culpepper & Ted Atteberry announced their creation of Spectra Publishing, and offered to print & distribute comics free for anyone who wanted to utilize their services. They also offered to print & mail the L.A.-area C/FO bulletin at a large discount, if the local chapters could pay \$500 for 6 months' expenses in advance. After discussion, Jerry Shaw, Fred Patten, & Stephen Paschke agreed to loan the chapters the \$500, to be repaid by the chapters over the 6-month period. ## "Giant Gorg", #21 was dropped. Michael Aguilar showed several of his Super-8, stop-motion, papier-maché amateur films, including some that he'd previously shown (including many starring Fanta) when he was a regular attendee years ago, and some that he'd made since then. He hoped to transfer them to video tape soon.

C/FO-SANTA MONICA: The 43rd meeting, on Sep. 21st at A Change of Hobbit, drew 32 attendees; 16 members, 10 public, & 6 guests. ## Therri Moore gave out flyers announcing the C/FO-SFV's 1st meeting. Bill Glass held an auction for the benefit of the local bulletin. The items included a "Yamato" T-shirt, a "Macross" SDF-1 kit, an "Orguss" flyer kit, a "Crusher Joe" poster, and a set of storyboards to "The Transformers", #70, 'Day Five'. They brought in \$25.50, from Bob Napton, Wesley Eckhart, Mitch Glaser, Lloyd Bachmann, & Dick Glass. ## Bill Glass held a vote on whether we wanted to continue watching "Orguss", or switch to another dramatic serial.

There was still general confusion as to what alternatives to "Orguss" were available. There were 12 votes to continue "Orguss", 6 for "Space Cobra", & 2 for "Zeta Gundam", plus a request for more of "Those Obnoxious Aliens" which Glass disallowed because it was not a continuity serial. Glass announced that we would continue watching "Orguss" as our regular serial, but that he would try to show sample episodes of other serials during the next few meetings so that we could hold another vote soon. ## David Riddick announced that next meeting would feature a "Gundam" evening. He praised "Gundam" as a strong character story, rather than just another giant robot show.



**Cartoon/Fantasy
Organization**
401 South La Brea Ave.
Inglewood, CA 90301

**PLACE
STAMP
HERE**

①

C/FO MICHIANA
AUGUST 30TH REPORT

HELLO, CFO!

ALL WAS FAIRLY QUIET THIS MONTH, WITH MANY OF OUR FRIENDS IN OTHER CHAPTERS GONE FOR DAICON. OUR AUG. 30TH MEETING HAD 7 IN ATTENDANCE. THE BIG HITS WERE XABUNGLE, DRAGON BALL (LATE SUB FOR COBRA) AND GIANT GORG! SILLY STUFF WINS OVER SERIOUS SUBJECTS!!

OUR BAYCON BOOKS ARRIVED; THANKS TO THOSE WHO HELPED US OUT! TENTATIVE SCHEDULE FOR SEPT 27TH IS:

DRAGON BALL #2
XABUNGLE #2
HOLMES "SUNKEN TREASURE"
GORG #2
SF3D
JUSTY
AFFAIR OF NOLANDIA

WE ARE RETURNING TO OUR SATURDAY 1:00PM TO 6:00 PM HOURS, THE "WUZZLES" CAN HAVE "MORNINGS" WITH MY BLESSINGS! THANKS GOES OUT TO PENNIS BRIMHALL & RANDALL STUKEY FOR THEIR LONG-DISTANCE PHONE CALLS! LET YOUR FINGERS DO IT??

SO FAR, NO REQUESTS FOR AT-MEETING DURING SESSIONS. WHEW!

WE ARE LOOKING FORWARD TO WINDYCON, I HOPE TO LUG MY VCR W/ ME & SHOW ANIME FOR ANY WHO WISH TO DROP IN. THE FIRST "ROAD-SHOW" FOR CFO MICHIANA! CHECK THE MESSAGE-BOARD FOR OUR LOCALE. (WINDYCON IS AT THE CHICAGO HYATT REGENCY WOODFIELD, NOV. 14-16TH)

C/FO MICHIANA HAS 2 MORE MEMBERS!

I WILL POST A CHAPTER ROSTER UPDATE AS SOON AS A FEW MORE ENLIST!!

IT ONLY SEEMS LIKE A FEW MONTHS AGO I COULD COUNT ON ONE HAND THE MEMBERS OF C/FO MICHIANA. THESE TWO BRING US UP TO ELEVEN LOCAL AND 3 OUT-OF STATE MEMBERS. GOSHAROOTY!! OUR MASCOT IS STILL UNDER "WRAPS", ^{ALTHOUGH} THIS MAY CHANGE IN A WHILE. WE WILL KEEP YOU POSTED ON ANY DEVELOPMENTS!

2

NOW THAT COLLEGES ARE BACK IN SESSION, WE ARE THINKING ABOUT RE-SHOWING EITHER "WIZARDS" OR "DARK STAR" AT NEXT MONTH'S MEETING! DARK STAR ISN'T ANIME PER SE BUT ALWAYS A BIG DRAW. (AND IN ENGLISH, TOO!) WIZARDS IS A LOVE/HATE "CULT CLASSIC", EITHER YA DO OR YA DON'T CARE FOR IT.... I DON'T!

LOST N' FOUND

THE FOLLOWING FOLKS HAVEN'T WRITTEN BACK TO US IN AWHILE:

MARY KENNARD

W. VIRGINIA

STEVEN A. GALLACCI

SEATTLE (AUTHOR OF "ALBEDO" COMICS)

WE WOULD LIKE TO HEAR FROM YOU ALL; AND IF ANYONE LIVES NEAR THESE FOLK, COULD YOU PLEASE "NUDGE" THEM FOR US? MARY KENNARD HAS BEEN BUSY IN JAPAN, AND MAY NOT BE BACK YET!

GAME REVIEW

S.F.3.D. ORIGINAL BOARDGAME *

MANUFACTURER • HOBBY JAPAN.

PRICE .. \$ 49.95

DISTRIBUTOR TWENTIETH CENTURY IMPORTS

THIS IS THE FIRST TRANSLATED TCI GAME FROM JAPAN. THE ORIGINAL GAME RULEBOOK AND CHARTS ARE IN JAPANESE, BUT FEAR NOT! AN ENGLISH RULEBOOK IS INCLUDED, w/TRANSLATIONS OF ALL CHARTS AND SCENERIOS. ALSO INCLUDED IN THIS BOOKLET IS A NIFTY SYNOPSIS OF S.F.3.D.'S STORYLINE AND HISTORY, AS WELL AS SOME TECHNICAL INFORMATION PERTAINING TO THE MACHINES AND ARMORED FIGHTING SUITS IN THE STORY.

THE 480 GAME COUNTERS ARE IN ENGLISH AS WELL,

MAKING PLAY ^{MUCH} EASIER!

THE GAME IS A TACTICAL MIX OF AIR AND GROUND UNITS, WITH A WELL-DESIGNED MOVE / COUNTERMOVE SYSTEM. THE SCENARIOS PRESENT YOU WITH DIFFERENT UNIT MIXES, SITUATIONS AND GOALS TO ACCHIEVE. THE COUNTERS REPRESENT ARMORED BATTLESUITS, WALKER AND HOVERTANKS, RECON VEHICLES, AS WELL AS FIXED EMPLACEMENTS AND SUPPLY CENTERS. ARMOR IS SECONDARY TO MOBILITY AND USE OF TERRAIN FOR COVER. JUST AS IN VOTOMS, THE BEST WAY TO SURVIVE IS NOT TO GET HIT! CHOOSE EITHER THE AUSTRALIANS OR THE GERMANS, AND LEAD YOUR SIDE TO VICTORY! A SECOND S.F.3.D. ADDITION IS PLANNED, INTRODUCING NEW TECHNOLOGY, UNARMED INFANTRY, PARTISANS AND MORE SCENARIOS. A VERY ENTERTAINING AND INFORMATIVE GAME, AND I RECOMMEND IT HIGHLY!

CLOSING MESSAGES *

DENNIS BRIMHALL △ GIVE THE MASCOT A "SHOT" IF YOU WISH, WE DONT HAVE ANY MEMBER-ARTISTS. AS OF YET. INTERESTED IN BEANY & CECIL, OUR GROUP CAN GET 7 TAPES OF IT ?? (OLD ANIME, YAH?)

ROBERT BURDGE * GOOD TO HEAR FROM YOU AGAIN! WE'RE WILLING TO TRY AGAIN IF YOU ARE?

FRED PATTEN * CHAPTER HISTORIES? I DONT THINK WE HAVE ONE YET. (NO POLITICS, EITHER.) WE'RE JUST HAVING FUN! THANKS FOR THINKING ABOUT US!!

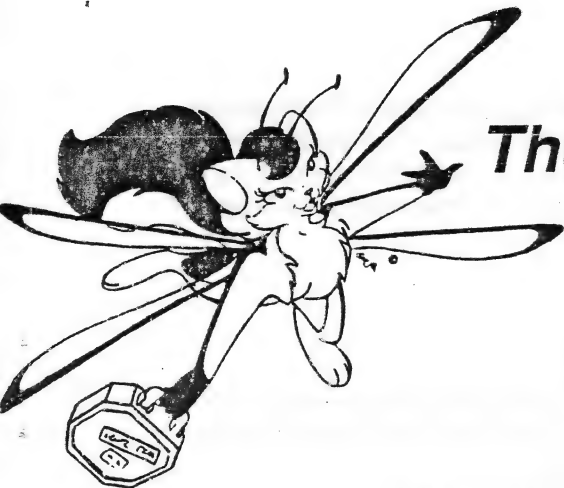
TIM ELORED * * * THANK FOR THE HOKUTO NO KEN EPS! KEN SURE CAN "REACH OUT AND TOUCH SOMEONE" !!

TILL AGAIN,

JASON R. SAYLOR
C/FO MICHIANA REP
4933 YORK ROAD
SOUTH BEND, IN

46614

NOTE: SORRY FOLKS, NO TIME TO TYPE THIS REPORT!



The New York Cartoon/Fantasy Organization

P.O. Box 1275, Woodhaven, NY 11421

The 72nd screening of the NY-C/FO will be held September 20th at the Polish Democratic Club, 56 Saint Marks Place, in lower Manhattan.

- 11:15 am - DOORS OPEN
- 11:30 am - SUPER DIMENSION CENTURY ORGUSS
Episode #21 - *Father* (J)
- 12:00 am - Heavy Metal L'GAIM
Episode #21 - *Tension* (J)
- 12:30 am - MOBIL SUIT Z GUNDAM
Episode #14 - *Amaro's Return* (J)
- 1:00 am - The DIRTY PAIR (J)
- 1:30 am - BUSINESS AND BREAK
- 2:00 pm - ROCK & RULE! (E)

C/FO New York Report

The 71st screening of the New York C/FO held on August 16th drew 83 attendees, 27 members and 56 non-members.

This meeting marked by the first usage of the New York C/FO own's videotape player. The small play-only unit was purchased using club funds.

The most important piece of news at the business meeting was that Pat Malone announced that due to a serious and reoccurring hand injury, she'll no longer be able to publish the monthly NY-C/FO newsletter. The tasks of editing, publishing and distributing this flyer were divided amongst those who were willing to volunteer their time and services.

One of the editor of the forthcoming **Japanese Anime Directory**, Beverly Headley, asked that all recipients of last month's newsletter please fill out and return the questionnaires pertaining to this new publication. The editors of this ambitious project are very eager to hear what your comments are on their initially proposed format. The sooner they receive your replies, the faster they can begin working on the first edition of this animation directory. Beverly also announced that she is working in close contact with the people involved with the **Anime Zone Animation Trading Company**. She volunteered to personally take orders from any interested fans and personally transport filled orders to the NY meeting, therefore saving shipping costs.

New Management at a local public television station are planning to eliminate all science fiction/fantasy programs (Dr. Who, Dark Shadow, Blake 7, etc.) in favor of more traditional public TV programming. A letter-writing campaign is to be started to try and convince the station management that the science fiction/fantasy programs are popular and important to them in order to maintain their member's financial support for this station.

NEWSFLASH!

Keith Sewell of Camden, NJ has taken the first place prize at the DAICON masquerade ceremony. Keith is the first American to ever do so. He won for his impersonation of **Zordar** (an anime character from the second season of **Battle Cruiser Yamato**, better known here as Star Blazer).

Editor's Last Note:

This really is the last one. As of this Newsletter, Ming Chan and a group of volunteers will be taking over. He will be the editor and the volunteers will handle printing, stuffing, stamping and mailing. I can no longer continue due to medical problems. For several months I've been having problems with my left wrist (and I'm left-handed), and now I must wear a splint and go to therapy for the next eight weeks. This makes it impossible to draw and difficult to write and type. Therefore I'm taking a step into the background and I'm going to relax a bit; it's what the doctor ordered.



The NY-C/FO Monthly Newsletter is a publication of the *New York Cartoon/Fantasy Organization*. In no way is this meant to infringe upon the copyrights held by the original creators. All original materials copyrighted by original author and/or artist, and reverts to them on publication.

High Tech Kidvid Cowboys Are The Latest To Ride Syndie Trail

Trends are beginning to rise to the surface in tv even before there's a track record to determine whether the trend has any possibility of catching on.

The latest trend — a subcategory within the genre of superhero cartoon for first-run syndication — is the futuristic cowboy who does constant battle with the evil forces of the universe.

Last week, Group W Prods. and World Events Prods. each announced proposed outer-space Westerns for the fall of 1987, "Bravestarr" from Group W and "Saber Rider & The Star Sheriffs" from World Events.

"But we're going to be there first," says Tom Battista, president of ITF Enterprises, which has spent the last 10 months lining up independent tv stations for the fall-1986 debut of the 65 half-hour episodes of "Adventures Of The Galaxy Rangers."

Billing itself as "a high-tech Western set in space," "Galaxy Rangers" has picked up 66 stations so far, for a 72% clearance rate, according to Battista. Unlike its two 1987 counterparts, ITF Enterprises is getting cash license fees from stations, in addition to holding back two 30-second barter spots in each of the first 12 runs over the three-year term of the contract.

Provision For More

If "Galaxy Rangers" is doing acceptably in the ratings during the November-1986 sweeps, Battista says ITF, Gaylord Prods. and Transcom Inc., the three bankrollers of the series, will commission 20 additional half-hours from the Japanese animation house TMS for use by stations in September of 1987, at a bump-up in license fee of between 10 and 15%. There's even a provision in the contracts calling for a second set of 20 extra half-hours for the fall of 1988 (with a similar 10-to-15% license-fee hike) if the show continues to do well in its second year.

Among the stations signed up are WPIX New York, KCOP-TV Los Angeles, WPWR-TV Chicago, WPHL-TV Philadelphia, KBHK-

TV San Francisco, WDCA-TV Washington, WXON-TV Detroit, WPTT-TV Pittsburgh, WBFS-TV Miami and the Gaylord indies in Dallas, Houston, Cleveland, Seattle and Milwaukee.

ITF has a toy-manufacturing deal with the Galoob Co., a homevideo deal for "Galaxy Rangers" cassettes with RCA/Columbia and a 50-50 partnership with Chappell Music for the rock-'n'-roll orchestration on the soundtrack, accord-

ing to Battista.

The production cost for the 65 half-hours, Battista says, will come to about \$18,000,000, or about \$277,000 an episode. That's on the high side, he continues, because the animation house will film it in 35mm on a stereo track.

"Bravestarr" is "a dedicated marshall who possesses super powers," says Lou Scheimer, president and CEO of Filmation, the division of Group W that will do the animation for the series.

Go All Barter

Group W's marketing plan is to go all barter for guaranteed license terms of two years. The barter split is two-and-a-half minutes for Group W in each half-hour of the 65 episodes over two years, which works out, if a station strips "Bravestarr" continuously, with no break, to eight plays of each episode. The stations get three-and-a-half minutes in each half-hour for the first three quarters and an extra 30-second spot in the fourth quarter of each of the two years because of the stepped-up demand for spot time by advertisers of products aimed at kids during the pre-Thanksgiving and pre-Christmas seasons.

Mattel Toys will coventure "Bravestarr" with Group W in exchange for the right to merchandise the characters.

Group W has just begun marketing "Bravestarr," so there are no stations on board as of yet. (The five Group W-owned stations are not candidates for the series because they're all affiliates, which don't, in most cases, have the time periods available to strip cartoons.)

Clients Not Easy

World Events is just getting started with "Saber Rider & the Star Sheriffs," so it, too, doesn't have any stations yet to report. With a crowded marketplace for cartoon shows already resulting in a decline in ratings during the 1985-86 season, tv-station clients may not be as easy to come by for distributors of new animated product, particularly strong indies in the big markets.

Peter Keefe, v.p. of production for World Events and executive producer of "Saber Rider," says he's going to try to get an edge over Group W, which has much vaster resources, by holding back only two minutes in each half-hour of the all-barter series over the two-year contractual term.

In addition, he says, whereas "Galaxy Rangers" and "Bravestarr" focus only on adult superheroes, "Saber Rider" features four teenagers as its lead characters. Keefe calls them "kid-identifiable heroes who will draw children into their world."

Sellers Find Animation Market Perky After Success Of 'Bears'

Cannes — Two names cropped up consistently in talks with dealers in animated features at Cannes. One was "The Care Bears Movie," success of which, all agreed, has opened up the animation market. Other was Disney, whose move into mainstream production is stimulating others to venture into a genre the company virtually has monopolized for decades.

"The results of 'Care Bears' proved that animated features can make big money despite the limitations on children's films of lower ticket prices and fewer showings. In the last nine months, there has been a decided upswing in buyer interest and I don't think it's only a fad. Animated features have become respectable," said Marie Hoy, director of Cori Films Intl.

She reported six-figure video deals with Scandinavia and South America for Yoram Gross feature packages at Cannes, and strong interest throughout Europe for Gross product, which features cartoon figures against live backdrops.

In April, Cori became the first outside company to sell animated product to the Disney Channel payable service. New titles on sale at Cannes included "Epic" and four pics featuring the cartoon heroine Dot — all 75 minutes long.

Hoy put the going rate of animated features at a third to a half the price of "good" live pictures and said animation sells better than "cheap" action films:

Can Be Costly

Animated fare can cost big coin to produce. Sunbow Prods. international sales veep Gary Wald price-tagged "My Little Pony," first pic in a three-feature program, at \$5,000,000. De Laurentiis Entertainment Group will release 1,000 prints in the U.S. in June and Miracle Films issues the pic next month in the U.K.

Coming up next from Sunbow is "Transformers," \$10,000,000 attempt to cash in on the success of the kiddie show in the States, and "G.I. Joe," based on the new kids' program. Don Johnson has just been inked to supply the voice for the cartoon hero.

DEG will issue "Transformers," featuring the voices of Leonard Nimoy, Robert Stack, Eric Idle and Orson Welles as the robot characters, in August. "G.I. Joe" is sked-ded for Christmas, but distributor hasn't been set yet. Sunbow didn't even try to sell the soldier to foreigners at Cannes owing to intrinsic national element.

Wald said Sunbow faced two main problems at the market. One was that non-Anglo buyers sometimes found "My Little Pony" too sophisticated — "not sweet enough" — for their markets. More important was a tendency to view the tv derivation of the features as a liability rather than an asset.

Stimulated By TV

"Many people don't understand the nature of the marketing process. We would tell them, 'Here's a great picture for your territory' because the program is now on television and they'd think we were out of our minds," he said. "They view the tv exposure as competition when in fact it's stimulation. Children want what they're familiar with." As proof, he cited sale of 500,000 vid-cassettes of the "Transformers" tv program in the U.S. "Children like to see things again and again and again. They want to learn every line

by heart. Marketing for children must take this into consideration," he said.

Although both "Transformers" and "G.I. Joe" grew out of Hasbro toys, Wald said it's equally mistaken to assume that children will accept a film simply because they know the toy, pointing to the failure of "Gobots."

"The Care Bears Movie" — which did \$25,000,000 in the U.S., per Samuel Goldwyn international sales exec director Ann Dubinet — and sequel "Care Bears Movie II" were developed in conjunction with a General Mills toy.

But "The Chipmunk Adventure," new animated feature from Goldwyn, has no equivalent merchandising link (though Ideal has brought out toys). Dubinet indicated that lack of the merchandising link made some buyers leery — but still reported offers from every major territory at Cannes, very first market for the unfinished pic. It opens at Xmas in the U.S. with 1,000 prints.

ANIMATE

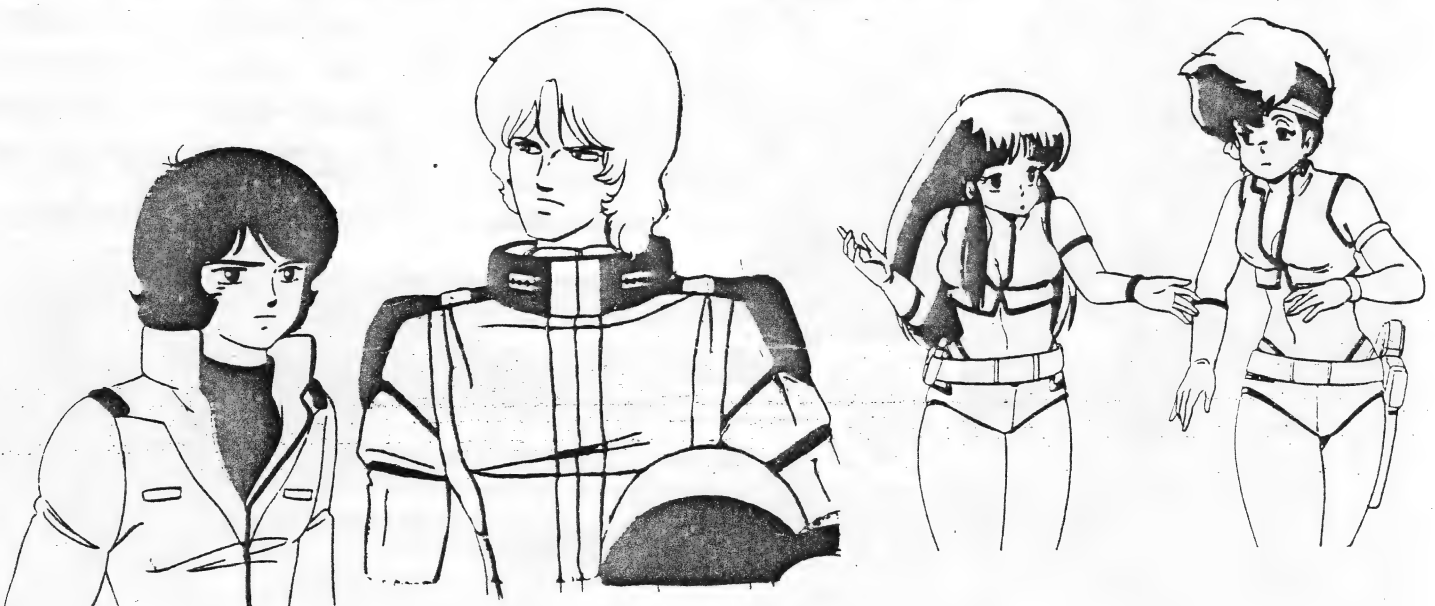
by James Kaposztas

For those who read the New York C/FO Bulletin, as well as following recent issues of **ANIMEDIA Magazine**, you may have become aware of a company called **ANIMATE**, who has been running advertisements in English for animation related products. How that came to be can be partially explained by circumstances which began about a year ago.

About a year ago, I was attending a C/FO Midlantia meeting, where I met someone who was getting Animation Tapes from Japan, as well as other products. Inquiring about ordering tapes, I got an address in Yokohama, Japan. Curious on how to get prerecorded tapes, as well as posters and other materials, I sent a want list plus a request for additional information from this place. Within a month, I had recieved information on ordering as well as information on materials wanted. Considering the cost of Air Mail, I contacted a few people to help finance a first order (which included a large amount of videocassettes and posters). The first order went out in September, running against a deadline of an appreciating Yen, which at the time of the first order was at 212 Yen per dollar (**Animate** would only accept orders made out in Yen, which was easy to do with the abundance of Japanese banks in New York, such as Daiwa Bank and Bank of Tokyo, as well as being willing to handle large transfers of funds to banks checks made out in Yen). One month later, the first order arrived, containing prerecorded copies of *Odin*, *Dallos*, *Area 88*, *Justy*, and other tapes, as well as an *L-Gaim* cel set. Once this was done, plans were made for a second order, when I was contacted by Mr. Takazawa at **Animate**, about running a survey on "Animate Mania", thus leading to the Animation Marketing Survey taken last December. Over the next few months, **Animate** began to publish Bilingual advertisements in **ANIMEDIA Magazine**, leading to a full page ad in the June 1986 issue.

For those interested in ordering from **Animate**, there are two ways to get merchandise shipped. The system listed in **ANIMEDIA** is a combination of Air Mail to USA, followed by US Mail handling the shipping across the USA. Another system, which is slightly more expensive, is the Air Mail System, which runs about 2,400 Yen for the first 0.5 Kilos, and [an additional] 1,000 Yen for each 0.5 Kilos, up to 10 Kilos. This system, although more than the other system listed, is also faster (about 4 weeks, compared to 6 weeks the other way). You must figure at least 0.5 Kilos for packaging before adding on the weight of the tapes, which were estimated to be 0.3 Kilos each.

The cels shown in this article were obtained over a few orders. The cels are authentic from the shows they were used in, and many are now hard to get. **Animate** offered cels from *Galient*, *L-Gaim*, *Hokuto No Ken*, *Galatt*, and later *Z Gundam*, *Dirty Pair*, and *Dancougar*. A cel set runs for about 2,000 Yen, and include eight cels, varing from mecha to character cels, from one to two cels per card, as well as backgrounds, two and three layered cels, to such bonuses as sketches and drawing guides.



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Over 80% of the U.S. Cleared!



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CMDR. ROY FOKER
(ROBOTECH)
© HARVINY GOLD

C/FO

Rapid City

(AKA C/FO "Great Void")

The Cartoon/Fantasy Organization

Show Schedule for 20 Sept 86 (Please note: no meeting on 13 September), which will take place in the small conference room of the Rapid City Public Library.

10AM: ROBOTECH #17 PHANTASM

10:30 AM: ROBOTECH #18 FAREWELL, BIG BROTHER

11AM: FEATURED MOVIE: "LUPIN III: CAGLIOSTRO CASTLE"

Subtitled in English

1PM: BATTLE OF THE PLANETS #31: Attack of the Galaxy Girls

1:30PM: GATCHAMAN #31: Assassination Attempt on Dr. Nambu

2 PM: GATCHAMAN #78: Death Fight - 10,000 Meters Below Sea Level

2:30PM: GATCHAMAN II #6: Bombardment of Pyramid Power

3 PM: STARBLAZERS #5

3:30 PM ZETA GUNDAM #6 - Toward the Earth

4:00 PM LENSMAN #6 - Return of the Martyrs

4:30 PM DIRTY PAIR #3

Remember to take a look at the tape library list at the meetings. If there is something on the list you would like to see, please let me know and I'll work it into the schedule for the future!

If you've any questions, please contact Pat Munson-Siter after 6PM at 923-1137.

By acclamation, C/FO Rapid City's unofficial title is now "C/FO Great Void"!



KEV THE EXAME
SOE THE (OUDOR
'(GATCHAMAN)'

© TATSUNOKO



C/FO RAPID CITY

C/FO GREAT VOID

Patricia A. Munson-Siter
9238 B Lincoln
Ellsworth AFB, SD 57706

SHOW SCHEDULE FOR 27 SEPT 86

- 10AM: ROBOTECH #19 - BURSTING POINT
1030AM: ROBOTECH #20 - PARADISE LOST
11AM: FEATURE MOVIE - GUNDAM II
Synopsis will be available at the meeting
1PM: DIRTY PAIR #3
130PM: GATCHAMAN #32 - GESORA OPERATIONS PART I
2PM: GATCHAMAN #33 - GESORA OPERATIONS PART II
230PM: GATCHAMAN II #7 - FEARFUL MUTANT OPERATION
3PM: STARBLAZERS #6
330PM: ZETA GUNDAM #7 - ESCAPE FROM SIDE 1
4PM: LENS MAN #7 - BUSKIRK STAND FIRM
430PM: CAPT. HARLOCK AND THE QUEEN 1000 YEARS
5PM: JONNY QUEST #15 - TURO THE TERRIBLE

This meeting we'll also discuss which shows the group likes the best and wants to see more of, and which ones you aren't interested in. I will also take inputs as to which movies you would like to see as special features in future meetings.

We still need to have more of our members join the national C/FO! It's only \$10 a year, which will get you a copy of the BAYCON Japanese animation synopsis book and 6 newsletters.

If you want copies of any of the tapes - video or audio - give me blank tapes marked with your name as well as a card as to what you want on it/them and I'll make copies for you.

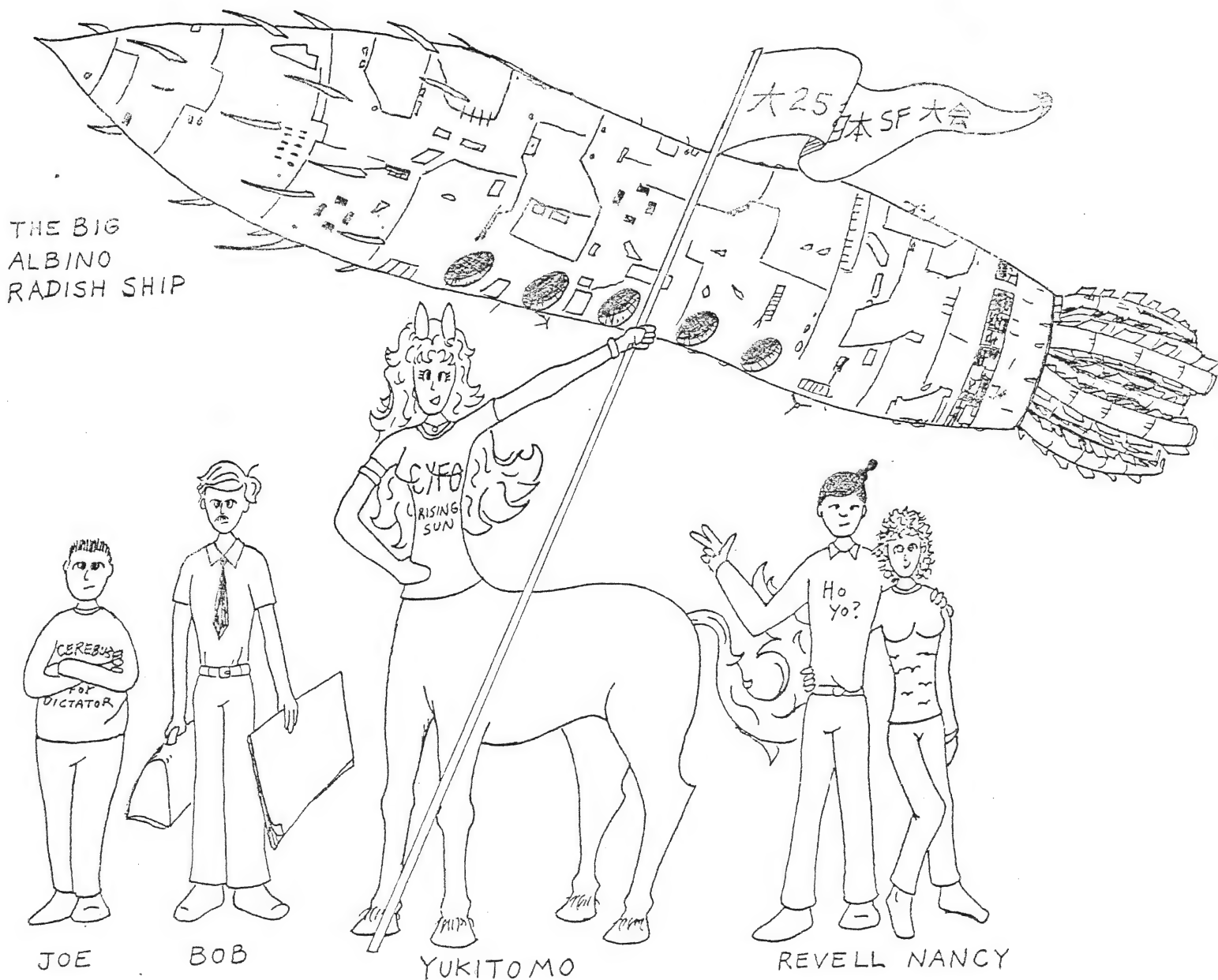
A copy of the shows available on tape will be floating around the meeting so you'll have some idea of what to ask for. Ask me questions about any show you're not sure about and I'll try to give you an idea of what it (or they) are about.





ANIME EXPEDITIONARY FORCE

... in Search of DAICON V

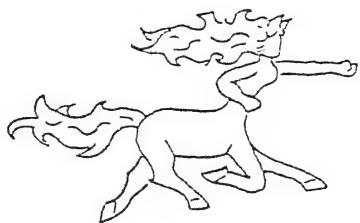


THE BIG
ALBINO
RADISH SHIP

大25 日本SF大会

YUKITOMO

REVELL NANCY



SNOW JOB

Official Newsletter of the Rising Sun C/FO

AUGUST ISSUE # 8

THE DAICON 5 SPECIAL

PAGE:

1. Secretarial Scribblings...Bob? Secretary?
2. Plastic Noveties: Additions to the Anime Shopping Guide of DAICON 5
3. Nihon'go To Go.... Bob's guide to survival Japanese title and manga reading
6. Bleeps From the Veep
7. Hollerings From The Honcho
10. Letters

CONTRIBUTING ARTIST:

Bob Martino, and Sandy Leutzinger(who did give the editor new material, but he couldn't work it into this month's issue, thanks).

THANKS

To CFO Santa Monica, Mike Susko, and the other folks for the moral support, Robin Shind-
To
ler who is about to make August go down in history with Anime fans, and my wife, Nancy for the swell Rambo Chopper models on my birthday last month!

A



Secretarial Scribblings

Hi Ho, Minnasama! Guess who's just been "elected" to the office of Secretary? Yep! Yours Truly, Bob Martino! Since our wonderful and talented Chapter Rep. and former Secretary, Nancy, has been swamped with so much work lately (of the kind that swamps Chapter Reps. and former Secretaries) I have taken over the duties from her. Now you all have to sit there and read all the silly drivel that I like to produce. Not only that, but YOUR dues pay for it, too! Ha ha ha, he said with an evil gleam in his eye! Anyway....

Minutes of the July 26th Meeting,

-OR-

How to Ruin a Meeting Without Really Trying

The meeting started at 3:00 pm (a little early, eh Revell?) at the Mokuteki Recreation Center. The main room was NOT available for use as we had been PROMISED by a certain Manager who, for reasons of diplomacy, will remain Nameless (CLUE: His first name sounds like something a ground emplacement would shoot at an enemy aircraft). We were, instead, shut away in the Music Room while a rock band practiced in the room we had reserved (anyone want me to run that by them again?). We showed Super Girl and a nameless Urusei Yatsura episode before giving it up as a lost cause, as not even a wide screen television can compete with live heavy metal music in the next room.

We all retreated to Baskin Robins to discuss our options (and chances of hiring GOGO 13). The Buisness Portion of the meeting was held there while we mulled over several thousand slowly melting calories. Items mentioned were:

- 1) A new Secretary. See above.
- 2) A Constitution. We had rejected the need for one a while back, but Revell pointed out several advantages in having one, not the least of which is the possibility of using Base Reproduction to print the newsletter at greatly reduced cost. Hagglng over the Articles took a hour or so.

- 3) Possible future fund raising projects for the upcoming Air Show were lightly touched upon. Selling anime posters, food, drugs, or white slaves discussed. Also the kidnapping of UFO's plaster Godzilla for ransom.

- 4) Future meeting locations. Revel's house (that 'ole favorite) will host in the future. MWR's problem stems from showing copywrited programs without permission in public. Then, suddenly, a novel idea. Why don't we ASK FOR PERMISSION from the assorted studios? The exposure could only result in more intrest for their product, and hence, more money from sales. Sore wa omoshirokatta kara, kaimono o takusan utta shimashita (because it was intresting, a lot was sold) (I think that's right). Anyway, we'll ask around while at the Daicon.

After the buisness meeting, we went to Revel's to watch Firebird 2772. A truly excellent piece of celluloid, and it was in English, too! (what is that gibberish they're saying?!)

Sorry, folks, but there will be no meeting in August because of the Daicon, and therefore (by impeccable logic, Holmes) no program scedule.

PLASTIC NOVELTIES

FLASH!

In a recent surprise move, Bandai has released an entirely new line of figures and custom add-on parts for models of Z Gundam, ZZ Gundam, and L-Gaim mecha. The new "B-Club" line is a series of one-off productions from the Bandai Hobby magazine some of you may have seen. I can tell you just a few of the models you can look forward to seeing in the coming months: 1/12 scale Faw Yuri, 1/6 scale Lynn Minmay in Bikini, 1/8 scale Fao Marasa, 1/6 scale Rosemia Batamu, 1/12 scale Ru Luka, and such neat add-ons like special heads for 1/144 scale L-Gaim MkII kits. A must-have is the rocket pack for the High Zaku kit that was seen in an early issue of B-Club Magazine. All the figures are made of high quality resin castings, and employs a superior resin for the figure work, and they are priced very reasonably from 500 yen to 3500 yen (for larger figures). More on these new offerings as it comes available.

IDOL

Shopping in

(located just down from Lark)

Tokyo: Anime Figures



MUGEN

Located near the Keihin-Kamata Sta.

Take the Yamanote (green) train to the Keihin-Kyuko Line at Shinagawa Sta. It should be just outside the station.

NIHON'GO TO GO

Although I don't know nearly as much as I would like to on this subject, I do know a little bit. Hopefully you will find it of some use.

The purpose of this article is to help you to read any names, titles, or whatnot you might find in comic books or magazines. No, you're not going to be treated to a couple of thousand weird little Chinese characters to memorize. Modern Nihon'go is a mixture of three fairly different writing systems, all jumbled together within the sentences. They are as follows:

1) KANJI - The funky-looking, sometimes complicated Chinese pictograms most of us think of when we hear "Japanese."

2) HIRAGANA - A "syllibilairy" consisting of one character for every syllible possible in Japanese. Basically the alphabet of nihon'go.

3) KATAKANA - Just like Hiragana, but with different characters for most of the sounds. It is usually (but not always) used to write those words "borrowed" from other languages.

The two charts provided contain all of the Kana characters in existence. In a good many comic books each Kanji character will have beside it tiny Kana characters to show how it should be pronounced (truly useful for poor, suffering Gaijin). There is a proper term for these characters, but I always call them "Idiot Kana." With the help of these it becomes possible (but not necessarily easy) to translate things, if you keep a few simple rules in mind. I'll first go over some simple pronunciation, and then cover the special rules. After that will be some examples for the ones who weren't paying attention. OK? Ikimashoo!

Consonants are easy. They are just like they sound. Vowels are not pronounced like they are in english, but there are only five basic ones, as follows:

- A - as in "bar"
- I - as in "eat"
- U - as in "boot"
- E - as in "elk"
- O - as in "oats"

The following rules apply to both Hiragana and Katakana unless stated otherwise.

With the exception of "N," all consonants come with a vowel attached. In order to make a double consonant like in "chotto matte," you put a small ツ (TSU) in front of the letter to be doubled (example #1, Hiragana).

To make double vowels in Hiragana, just write a vowel as normal after the preceding character (Ex. #2-4, Hiragana). An exception is the double "O." For this one you must put the character ム (U) after the character with the "O" in it (Ex. #5, Hiragana).

To make double vowels in Katakana, merely put a short line after the character with the vowel you want doubled (see example #1, Katakana).

HIRAGANA EXAMPLES

- 1) CHOTTO MATTE - ちょっと まった
(Just A Minute)
- 2) ATARASHII - あたらしい
(New)
- 3) OKAASAN - おかあさん
(Mother)
- 4) YUUMEI - ゆうめい
(Famous)
- 5) TEKITOO - てきとう
(Proper, Adequate)
- 6) HANASHIMASU - はなします
(Speak, Talk)
- 7) HOKKAIDOO - ほっかいどう
(The Northern Most
Island of Japan)

KATAKANA EXAMPLES

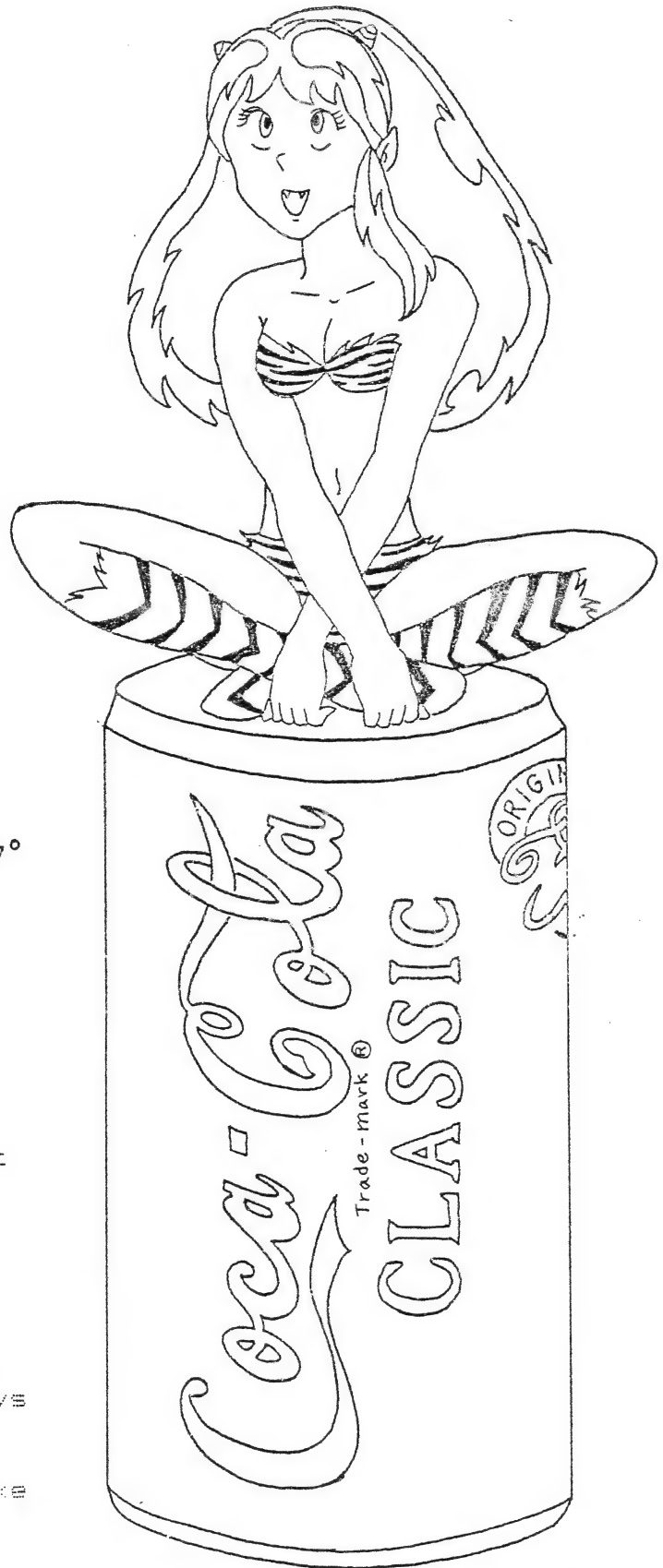
- 1) KOOHII - コーヒー
(Coffee)
- 2) AMERIKA - アメリカ
(America)
- 3) JOOJI - ジョージ
(George)
- 4) DOKUTA SURANPU - ドクタ スラプ
(Dr. Slump)
- 5) SAIBOOGU - サイボーグ
(Cyborg)

Something else. Don't get confused between the Katakana characters シ (SHI) and ツ (TSU), or between ソ (SO) and シン (N). They may look the same but ARE really different. Also, note that HE, BE, and PE are the same on both charts.

Finally, in answer to the question asked by a fellow named Dave in Shop Talk, there is no difference between "R" and "L" in Nihongo, so Mr. Matsumoto's name can be correctly spelled both ways (Just like "Lum" is sometimes spelled "Rum").

I hope I have managed to make this explanation short, concise, and easy to understand. If you are interested, then by all means take a regular course. It may be time-consuming, but I think it's well worth the effort.

Ganbatte, ne. (go for it)



ラム and COKE
by MARTINO

HIRAGANA REFERENCE SHEET

あ a	か ka	が ga	さ sa	ざ za	た ta	だ da	な na	は ha	ば ba	ぱ pa	ま ma	ら ra	わ wa
い i	き ki	ぎ gi	し (shi)	じ (ji)	ち (chi)	ぢ (ji)	に ni	ひ hi	び bi	ぴ pi	み mi	り ri	
う u	く ku	ぐ gu	す su	ず (zu)	つ (tsu)	づ (zu)	ぬ nu	ふ (fu)	ぶ bu	ぷ pu	む mu	る ru	
え e	け ke	げ ge	せ se	ぜ ze	て te	で de	ね ne	へ he	べ be	ぺ pe	め me	れ re	
お o	こ ko	ご go	そ so	ぞ zo	と to	ど do	の no	ほ ho	ぼ bo	ぽ po	も mo	ろ ro	を o
や ya	きゃ kya	ぎゃ gya	しゃ (sha)	じゃ (ja)	ちゃ (cha)		にゃ nya	ひゃ hya	びゃ bya	ぴゃ pya	みゃ mya	りゃ rya	
ゆ yu	きゅ kyu	ぎゅ gyu	しゅ (shu)	じゅ (ju)	ちゅ (chu)		にゅ nyu	ひゅ hyu	びゅ byu	ぴゅ pyu	みゅ myu	りゅ ryu	
よ yo	きょ kyo	ぎょ gyo	しょ (sho)	じょ (jo)	ちょ (cho)		にょ nyo	ひょ hyo	びょ byo	ぴょ pyo	みょ myo	りょ ryo	

A small tsu (っ) doubles the following consonant.

ん

n

KATAKANA REFERENCE SHEET

ア a	カ ka	ガ ga	サ sa	ザ za	タ ta	ダ da	ナ na	ハ ha	バ ba	パ pa	マ ma	ラ ra	ワ wa
イ i	キ ki	ギ gi	シ shi	ジ ji	チ chi	ヂ ji	ニ ni	ヒ hi	ビ bi	ピ pi	ミ mi	リ ri	
ウ u	ク ku	グ gu	ス su	ズ zu	ツ tsu	ヅ zu	ヌ nu	フ fu	ブ bu	プ pu	ム mu	ル ru	
エ e	ケ ke	ゲ ge	セ se	ゼ ze	テ te	デ de	ネ ne	ヘ he	ベ be	ペ pe	メ me	レ re	
オ o	コ ko	ゴ go	ソ so	ゾ zo	ト to	ド do	ノ no	ホ ho	ボ bo	ポ po	モ mo	ロ ro	ヲ o
ヤ ya	キャ kya	ギャ gya	シャ sha	ジャ ja	チャ cha		ニャ nya	ヒャ hya	ビャ bya	ピャ pya	ミャ mya	リャ rya	
ユ yu	キュ kyu	ギュ gyu	シュ shu	ジュ ju	チュ chu		ニュ nyu	ヒュ hyu	ビュ byu	ピュ pyu	ミュ myu	リュ ryu	
ヨ yo	キョ kyo	ギョ gyo	ショ sho	ジョ jo	チョ cho		ニョ nyo	ヒョ hyo	ビョ byo	ピョ pyo	ミョ myo	リョ ryo	

A small tsu (っ) doubles the following consonant.
A long mark (ー) lengthens the vowel sound of the previous syllable..

ン

n

APPARENTLY Dave Ball was miffed at my reference to him in my silly "Not Necessarily the Minutes" article. I apologize for disturbing you, Dave. I didn't mean to make a commentary on your talents as a DJ, I was just being silly. (I'm a nasty--nasty boy...)

Although DAICON V has been taking up most of my attention, I've still found the time to go out shopping for various manga and anime stuff. Takahashi's Lumic World mang has been appearing at the local bookstores, and in my opinion it's definitely worth picking up. As I mentioned in my last article, Ms. Takahashi is a lady whose talents are at a peak, and there are no signs of her slowing down as yet. It's a great time to get manga!

Hokuto-no Ken is still in limbo awaiting the start of the next season. At least they haven't been running that God-awful space show in its place. There's been less and less to record lately, what with GE999 finishing its run, and URUSEI YATSURA and DR. SLUMP going the same route, about the only features being recorded regularly are DRAGON BALL, KEN, MAISON IKKOKU, and TOUCH. I suppose I shouldn't complain, though. At least I'm saving on videotape...

I'm glad all the bickering over the new constitution for our chapter is finally over. Actually, I'm surprised that the special meeting called to establish the constitution went as smoothly as it did. I've seen more than a few clubs break up over this issue, and we came through it with nary a scratch. We'll print the constitution in its entirety in SNOW JOB as soon as it's made official by the base Legal office.

By the way, kudos to Bob for his inventive cover title "SNOW JOB". We'll be using this from now on as our official newsletter title. I just wanted to say that I don't believe any of the nasty rumours that I've been spreading about you, Bob...

Anyway, that's all for me. 'Till next month, Bye-cha!

HOLLERINGS FROM THE HONCHO

The newsletter takes on a new look and a new name starting with this issue. Now, we've got a name that says it all: The Snow Job! This name reflects the locale from which CFORS operates, and indicative of the information we provide to an increasing number of Shop Talk subscribers (heh,heh). The new logo was created by our own Bob Martino, and will remain the same pretty much for a few issues, then later with minor update changes. MOVE OVER, CFOOD PLATTER!

DAICON DAYS

The event we've all waited for is finally here. Our chapter will be represented by four of our members. We're looking forward to linking up with our friends from American CFO fandom, and it looks like each chapter (including Fred Patten) will have at least one member present for the con. For those of you who can't make it this year, there will be an extensive wrap-up of the con in the September Snow Job.

YAWATA UMA: THE END OF THE JOURNEY

The Yawata Uma has been delivered back to the chapter, and it looks great! CFO Denver was the last American-based chapter to see it before being sent here to be transported to DAICON 5. I want to thank all the chapters who put such OUTSTANDING mascot art work on the horse, and for getting it here on time. I think this project has done what it I intended for it to do: unite all the chapters in anime fandom's cause, and promote the identity of each chapter by encouraging all to have mascotS. I wish there had been time for even more than we actually have on it. What next? Find out in our future issues.

Borrowing Videos

Short and sweet: If you borrow one of my tapes, please return it as soon as possible. I will NOT hunt you down to get it back.

Hollerings, (cont'd)

MEMBERSHIP UP-DATES NEEDED

Have you gotten your own BAYCON 86 Anime Guide yet? Well, if you haven't sent in the up-date form needed by CFO San Antonio, chances are you won't. In an effort to get things right in the organization, they've taken on the task of making sure all are current members for the new elections this fall, and that you also get the Anime Guide....just one of the "freebie" things we've lobbied for. So c'mon, it looks real embarrassing when you've complained to high heaven about the state of the club, then do nothing to aid the healing process.

THE LAST MAGAZINE

The last CFO Magazine will be sent to all members who have been signed up as of 1 Jan 86. This will be the last one under the editorship of Kurt Black, whose previous issues were very good informational pieces. My thanks, Kurt, for bringing a lot of us into anime with your work.

CHAPTER CONSTITUTION

The second draft of the chapter constitution has been approved by MWR, and will be sent the Base Commander's office for severe scrutinization by the legal beagles. Terri at MWR assures us that the language is perfect and will make it through. To everyone in the chapter who helped hash and re-hash each and every article, DOMO!

SUMMER VIDEO RELEASES

The new stuff is now available at MACLORD video, and include the following:

Gall Force: Eternal Story

Cosmos Pink Shock

Project A-ko

Iczer One Act II

Amon Saga

I've seen Gall Force, and it's everything you've come to know about Japanese Anime: lots of action, a good story line, and great mecha.

Gail Force Again

Hey, what can I say? I was really impressed with this new piece of animation. The video is based on the characters of artist Kenichi Sonoda of Ramroid art fame. The animation, coloring, and movement were excellent. The September Snow Job will have an in-dept report on the feature and characters.

KUDOS FROM ELSEWHERE

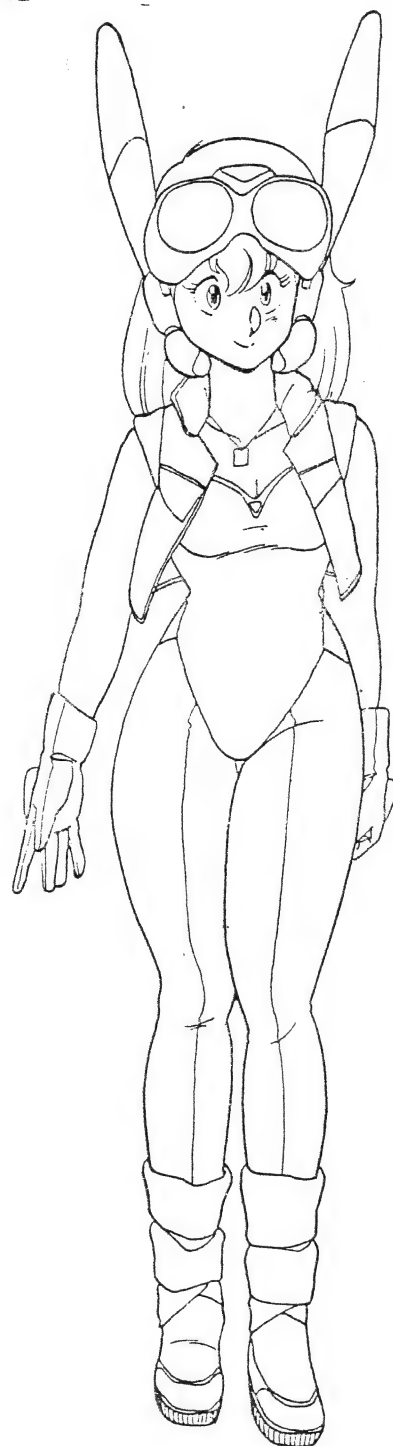
It has gotten to the point where this newsletter is read by hundreds of people, due to its exposure in Shop Talk. Moreover, it seems we've got fans in the various chapters back home. It didn't just happen with me and one keyboard, it took the artwork and written contributions of each member to make it happen. July's edition of Shop Talk pays us many complements, and urgings to keep on printing our stuff and nonsense. We'll do the best we can, gang and thanks everyone for good words.

LETTERS

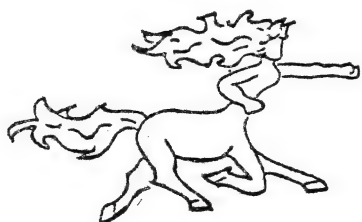
Every once in a while we get letters that will be meant for all the chapter. We'll be printing them just after H.F.T.H. in future issues, starting with this one from CFDer Mike Susko of the Hayward California chapter (You Shop Talkers won't see these, because they might get redundant or infringe upon the writer's privacy).

Yours In Anime,

Rweel







SNOW JOB

Official Newsletter of the Rising Sun C/FO

showing:
GAL FORCE &
MEGAZONE 23 Pt 1



SEPTEMBER

THE SNOW JOB
SEPTEMBER ISSUE # 9

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Artist Contributions

Sandy Leutzinger, Bob Martino

Editor's Note:

There will be a deadline for written contributions to Snow Job beginning next issue. The deadline for the October edition is Oct. 10th.



LUNA FASHIONS
DESIGNER CLOTHES FOR THE
END OF THE WORLD

MARUNOCHI DEPT. STORE, GINZA

Mutterings from the Mascot

Well, September is upon us. There is a coolness in the air to remind us that Fall is here already (it comes early in Aomori Prefecture). The Daicon is behind us, and the time has come for the documentation of events at that auspicious gathering of august personages for future historians to marvel over in the generations to come. Bob has me doing this page as opposed to his Secretarial nonsense while he takes a well-deserved rest. In fact, all of us here at RS C/FO feel the need to relax after the final end of the Operational Readiness Exercise (Yes, I was there too. The Base Chaplain asked me to pass out doughnuts to the boys on the line). Anyway, that's neither here nor there. On to the Daicon!

First of all, it was not what any of us expected. Not a lot of selling of animemono (animation-related things) or really anything else. It was mostly events and meetings, but we all had a great time anyway!

The organizers of the Daicon obviously did NOT expect all the Gaijin (or Centaurs) that showed up. There were even fans who came all the way from the States who were not part of the C/FO or Robin's tour. That was the best part. Meeting all the folks who came out. Robin, Fred, Yvette, Earnie, and every numerous other person that room prohibits the mention of. Harry Harrison and James P. Hogan were also a real treat.

As Revell and Joe already mentioned, the "opening film" left quite a lot to be desired. What they didn't say, however, is that this was because the makers of the Daicon III and IV opening videos were busy on another project. It's called "The Royal Space Army" and we saw some previews of it. You know how good the Daicon IV animation was? Well, it's been improved upon tremendously, and that's all I'm going to say. I believe it's going to be a full-length movie. Look for it sometime in March.

We saw some truly inventive costumes being worn around the convention, too. Captain Harlock, the Dirty Pair (Dirty Three, actually), Eve, and assorted Nazis were among the more memorable. The real people were every bit as interesting. One Gentleman, whose name I can't read from the Meishi he gave me, turned out to be Editor In Chief of SF Magazine (the largest Science Fiction Magazine in Japan). He was wandering around with a bottle of Jack Daniels in his hand and he asked me, "Have you met my friend Jack?" Of course, Jack and I are old friends, so the three of us had a nice long visit.

All of this fun was interspaced with meetings, interviews, sub-conventions (like the Trekers), contests in mechanic design, lectures, art shows, and general all-around jocularly. We Rising Suners even got a chance to go to General Products for a little shopping. Revell bought the most, as it was primarily a Garage Kit store. I wanted one of their "Godzilla vs. Minko Momo" sweatshirts but they didn't have any in Centaur sizes.

Speaking of buying things, everyone in Robin's tour loved the shopping guide Revell made up. It was a great gesture and extremely helpful for everyone, including myself. My favorite stores were: Animate in Ikebukuro, Animanica in Ogawamachi, and Pero Anime in Shinjuku (near that giant TV screen you see in Megazone 23). Thanks Revell! I knew they made you president for SOME reason (after all, it couldn't have been looks)!

All in all, the whole trip was a big success for everyone. I think Robin is going to have her hands full in '88 when Daicon VI rolls around. I know I'm looking forward to it again!

Anyway, here's the schedule for the meeting coming up on the twenty seventh. The Program Director and the President have decided to start showing two full-length movies each meeting because our list of "must show" videos keeps getting larger and larger (they are being made faster than we can show them)! Come on out and see us now, ya hear?



Schedule for the September 27 Meeting

4:30 Catseye - Toshi gets stuck babysitting a hard-to-handle rug rat. He promptly fosters the boy onto Hitomi to look after, but Catseye, unfortunately, has planned a big job for that night. What's a poor thief to do? Well, they could take the kid along...

5:00 Space Cobra - An unspecified episode. Yes, folks, the pug-nosed Scurge of the Spaceways makes his debut here at Rising Sun (Ask Revell where we got the episodes. He could tell you).

5:30 Megazone 23 Part One

An action-packed SF thriller featuring violence, action, sex, and all those other things that make a movie great. Check your Baycon books for a synopsis.*

7:00 Buisness Meeting. Here's where you give your club officers The Buisness.

8:00 Gall Force - Eternal Story

This one promises to be a good one, folks! see elsewhere in this issue for a synopsis.



ONE FINAL NOTE. I READ IN THE NEWS SUNDAY THAT ON FRIDAY THE 19th THE CHINESE CELEBRATED THE BIRTH OF THE "MONKEY KING." LET'S ALL WISH GOKU SON A BELATED "HAPPY BIRTHDAY!" -YUKI W

* Ed. Note: I have Megazone 23's synopsis, also in this issue.

CAST OF CHARACTERS

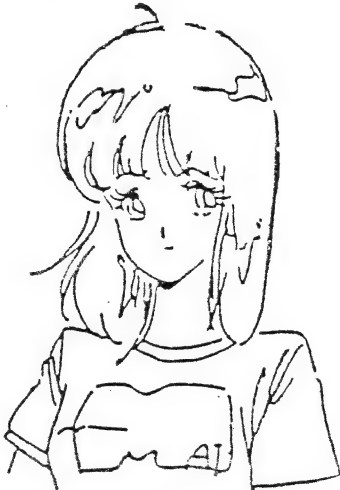


SHOGO YAHAGI

Age 18. The hero of the story. Hell-raiser on wheels, this young motorcycle enthusiast's life is changed forever when Shogo's friend, Shinji Nakagawa, presents Shogo with the latest in bike technology, the Garland Bike.

YUI TAKANAKA

Age 17. Working as a part-time dancer and actress, Yui's big dream is to make it big on film and Broadway. Her relationship with Shogo Yahagi, however, changes things dramatically. Yui shares an apartment with roommates Mai Yumekano and Tomomi Murashita.



MAI YUMEKANO

Age 17. Roommate of Yui and Tomomi, Mai works at the Hard Rock Cafe as a singer with hopes of working with the popular idol singer Eve Tokimatsuri. Mai is separated from her parents.

TOMOMI MURASHITA

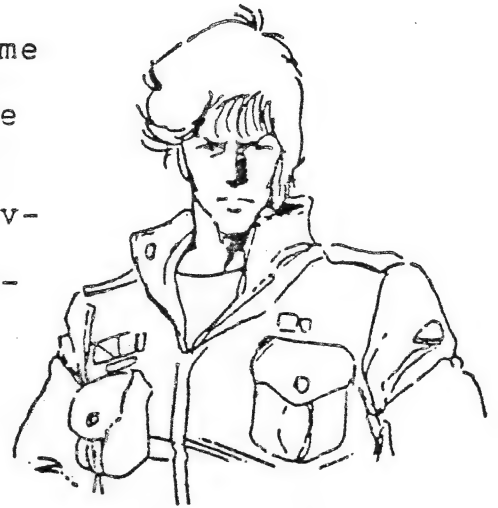
Age 17. Working as a movie director and scriptwriter, Tomomi decides to help Shogo in his attempts to expose the existence of the Garland bike to the public by making a movie about it. Her aid to Shogo costs her dearly.



by courtesy of megarzone 23 script

B.D.

Age 30. The villian of the story, his name is synomynous with "Bad Dude". A Major in the military and one of the top men in the government secret services, B.D. secretly plots with other officers in the military to overthrow the military leaders, the government, and the control of the Bahamood computer. He commands the forces that attempt to recover the stolen Garland bike and eliminate Shogo Yahagi.



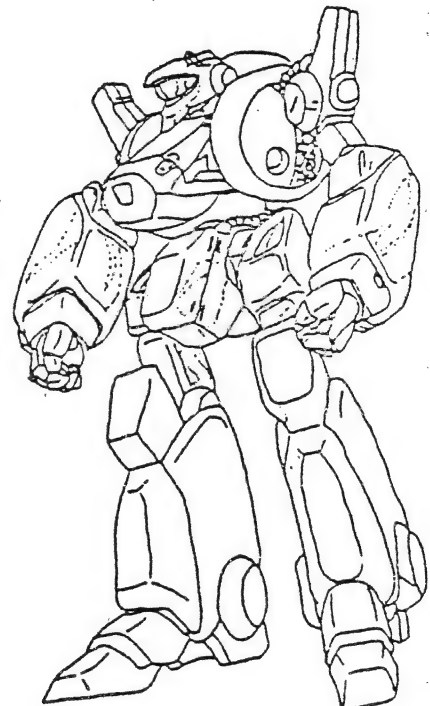
EVE TOKIMATSURI

Age 15. An incredibly popular singing superstar, Eve Tokimatsuri is worshipped as an idol among the people. She rallies support for the foreign wars and the draft, personally going to the front lines to sing the country's forces on to victory. But this young talent has a secret, a secret that could destroy the very society she sings for.



THE GARLAND BIKE

The catalyst for the entire story, the Garland bike becomes a character of the film in itself. Capable of transforming from motorcycle mode to an armored robot mode, the Garland is the latest in mecka technology. The theft of this bike by Shogo Yahagi sets off the explosive results of the movie.



While out riding and raising hell, Shogo bumps into Yui, a professional dancer. Despite an unpromising beginning, Shogo manages to get her phone number. That night, he and his friend go out with a couple of girls, Mai and Tomomi, while Yui works at the TV studio. After Shogo drops off his date, he goes to meet his friend Shinji, who had asked to see him. Shinji had been working as a test rider for someone. Shogo is stupefied by the motorcycle Shinji shows him. "It's a Bahamoud." Shinji tells him when Shogo asks him who built it. Shinji's employers decide that they don't want him to talk, and in the ensuing gunfight he is killed. Shogo escapes with the Bahamoud, to the great displeasure of the bad guys.

Shogo's friends suggest he return the bike, but he is convinced that he would be killed if he did, and refuses. He contacts Shinji's company, and is eventually told that Shinji has "gone to America for a few months".

Yui lives with Mai and Tomomi, as Shogo finds out when he finally phones her. He tells her about the bike, and says he's going to phone the "Eve information show" and go public with the bike's existence. He tries to do so, but when asked his name, he fumbles, and blurts out "Bahamoud 6". This causes censorship computers to bump the program off the air (unbeknownst to Shogo). Eve continues to talk to him as if they are still on the air, keeping him occupied until he can be caught.

When they finally catch up with Shogo, he proves to be a force to reckon with, and he discovers just how unusual the bike really is. Afraid to go home, he phones Yui and asks to store the bike at her place. Once there, she tells him that none of his conversation with Eve was broadcast.

Yui says she can't afford to live alone, so she shares her apartment with Mai, a rock singer, and Tomomi, a film director. Shogo and Yui go for a walk in the park, finding out about each other. She invites him to watch her work, but ends up leaving him and going to a hotel with an influential director.

Shogo hears the name of the hotel, and follows them there. Using the bike's sophisticated equipment, he spies on Yui, discovers what is going on, and rescues her - for which she is half grateful.

Tomomi talks to Shogo and reveals her plan to make a movie, starring Yui, Shogo, and the bike. He figures that's an ideal way to publicize the bike, and they head out to scout locations. Naturally, the bike and Shogo's "enthusiastic" riding attract the attention of the police, and while escaping them, the bike triggers a secret elevator. They are carried down, then as the gravity changes direction (!!!) the elevator flips over, carrying them up. Their destination proves to be a city beneath a city, largely composed of a huge supercomputer - Bahamoud.

Shogo tells Tomomi to leave, then sets out to find some answers. He travels into the heart of Bahamoud and is soon fighting for his life, both in the undercity, and in space (!!!!)

Getting one of the "soldiers" at his mercy, Shogo demands some answers, but doesn't like the one he gets. It seems they are all living inside a giant spaceship. Bahamoud is the computer that controls all aspects of life aboard, including the lives of the inhabitants. For 500 years, using mind control techniques via television, etc., Bahamoud has kept the civilians in the upper city blind to the fact that they are in a space ship. The soldiers have always known, and have fought a subtle war to gain control of Bahamoud. The end of that 500 year struggle is in sight, and just in time. Though they have been lucky, the years of peace are over for the inhabitants of Megazone 23, for the enemy they have been fleeing from has tracked them down, and will arrive at any time. The army has been preparing, building up weapons, but soon they will need recruits from the civilians. If they control Bahamoud, they can control the civilians. Shogo is furious to learn all the deceptions, but doesn't know what to do. He spares the soldier and returns to the surface city.

That night Tomomi outlines her plan for the movie. Shogo bitterly suggests that the plot tell that humans are living in a huge spaceship controlled by a computer called Bahamoud.

Soon we discover that the soldier Shogo questioned is actually of high rank, and as the army approaches total control of Bahamoud, he plots to overthrow the current leaders of the military.

Hoping that Eve can help him, Shogo sneaks into the TV studio, but discovers that she is really a computer simulation produced by Bahamoud. Frustrated, he gets on the phone, mentions Bahamoud, and manages to get in contact with the soldier, B.D. Again, he threatens to go public, and he is told, "Just try it".

Bahamoud contacts him, in the guise of Eve, and asks for help. Eve tells Shogo that 500 years ago, in the late 20th century, aliens invaded Earth. Some people managed to escape in huge generation ships. Succeeding generations were kept in the dark, using recent developments in computer simulations, sophisticated brainwashing techniques, etc., about the realities of their situation, and they were frozen in the 20th century, never advancing. Eve pleads for help, but what can Shogo do?

Shogo finally tells Yui everything, but as he does that (among other things), the army takes over Bahamoud, and immediately starts switching the civilians over to a more martial state of mind. The time has come and B.D. leads his coup, even as the enemy from KIRA planet finally attack.

Shogo's last hopes of an expose are shattered when Tomomi is murdered, and the film is stolen. Furious, he sets out to destroy Bahamoud, a futile gesture at best. He fights B.D. who beats him to a pulp but spares him.

Mai, destroyed by Tomomi's death, goes back to her father, a high government official. Yui, her world changed forever by the recent events, can only watch her leave and wonder what the future holds for her and Shogo...

Shogo injured! He and Yui isolated! The New Order in control! Outside the Kira wait!
And a computer is starting to fall in love...



PLASTIC NOVELTIES

The trip to Daicon 5 afforded me a chance to do some serious garage kit hunting. Of the stores that I visited, I found two that were really exciting places to get figures, sf models and supplies.

In Tokyo, Lark Hobby Store was indeed a great place to find garage kits of all types. Lark is now the home of Kenichi Sonoda, whose Gal Force characters are being made into 1/8 scale figure models, and originals from the Model Graphics pictures are on display. also available from Lark are resin cast modification kits and full kits of the VOTOMS armour, and a large but EXPENSIVE model of the Skydiver from the Gerry Anderson UFO series.

In Osaka, there's Musasiya, now famous among CFOers for the Sonoda inspired Ramroid adds and figures that are available. Musasiya's claim to fame is there line of Ramroid figures and one-off 1/10 scale figures of such favorites as the Dirty Pair, Kenshiro and Raoul from "you know what", and a real nice version of Lum-chan. The con itself produced some interesting finds, too. There were many freelance kit makers out there who were selling such neat stuff such as girlish examples of L-Gaim Heavy Metal (I got an Auge Girl, L-Gaim Girl, and L-Gaim Mk II Girl), and a Macross-type Nousjaduel Girl. One more find was a Panzer World Galient Promaxis Girl who was a dead-ringer for Yukitomo in armour.

BANDAI RERUNS

I guess every once in a while, the folks at Bandai decide to dust off the old kit molds to introduce an new generation of youngsters to anime modeling. Maybe somebody just said "the bank account's getting low, time to print some more Gundam.". Whatever the reason, you can expect to see fresh, original examples of Gundam, L-Gaim, and Space Cruiser Yamato (which is okay with me since I need one more big Yamato and a cut away version,too.).

VOTOMS RETURNS

The old Takara 1/35th and 1/24th scale VOTOMS kits will be returning to the shelves under the Union Model label. Most of the old line is out already, starting with the ScopeDog Red Shoulder, Space Type and Brutish Dog heading the list.

This pretty much raps up P.N. for this month, see you next month with my findings on making your own garage kits.

CFO RISING SUN PRESENTS:

Kenichi Sonoda's **GAL FORCE**



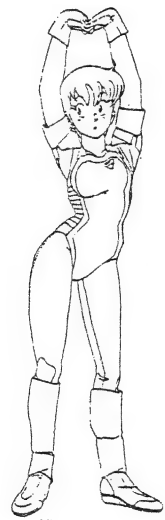
A translation by Hiroko Arima
Character Outline by Revell Walker

THE CHARACTERS:

Elsa Code Name: LION



Patty Code Name: PANTHER
Rabby's best friend.
Combat Assistant, Age 17.



Leader of Gal Force, and Captain of the Battle Cruiser STARLEAF.
Age: 21



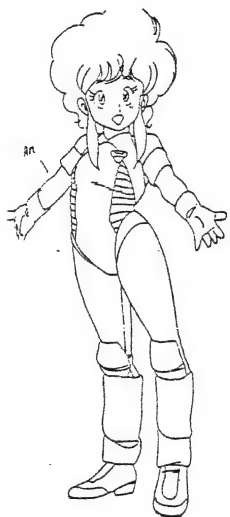
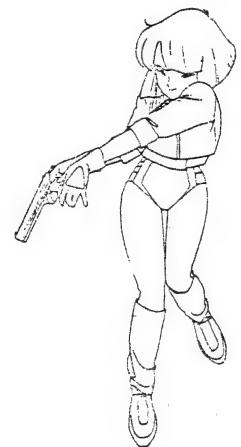
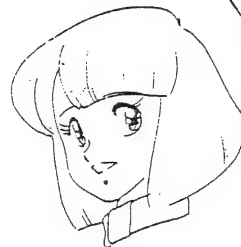
Rabby Code Name: RABBIT
Second in command of STARLEAF.
Age 19

Luffy Code Name: WOLF
An irrepressible Combat
Leader.
Age 21



Catty Code Name: CAT
The STARLEAF Computer Operater,
quiet and soft spoken.
Age 16

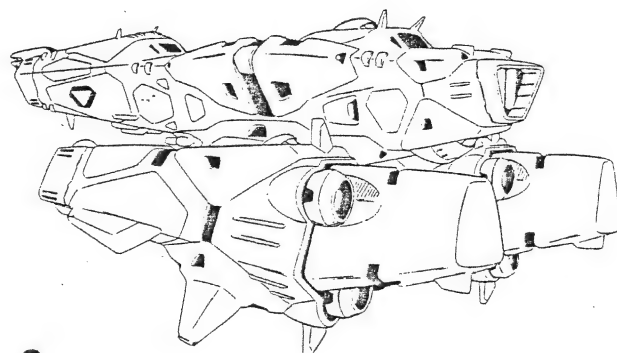
Rumy Code Name: LAMB
A non-combatant bridge member.
Age 15



Pony Code Name: PONY
Mechanic and Technician
Age 18



STARLEAF



GAL FORCE: ETERNAL STORY

1986 CBS-SONY/ARTMIC 80 MINS

The story begins with battle, fierce and brutal. The girls Rummy, Patty, Pony, Catty, Rabby, and Eluza (Elsa) are members of the Solnoid Soldiers Force aboard the battle cruiser STARLEAF. Their ship, along with hundreds of others like it are part of the 38th Fleet involved in a struggle to get control of a newly created planet in the universe known as CHAOS, before their enemy, the PARANOID do first. During the battle they are assigned by the commander of the fleet to go to CHAOS and protect it from the PARANOID forces.

Near their ship, a fighter pilot, Luffy, is nursing her damaged fighter to the nearest convenient ship, and makes an attempt to land on the STARLEAF. She is refused permission to land, but lands on the hangar deck anyway. This irritates the bridge crew, but the arrogant Luffy is ignorant of their chasement. She joins the crew of STARLEAF. As they prepare to warp out of the battle area, their engines are hit, the computer that controls them must be adjusted, and the Mechanic Pony is the only who can fix them if they are to engage warp again in deep space.

The notion of an space walk to another section of the ship terrifies her, as she has never been in space before. It's the only way out of the area. Pony does the walk with some encouragement from the others, and makes the repairs to the engines and computer, but it's only a partial fix; the defence system is only 20% operational.

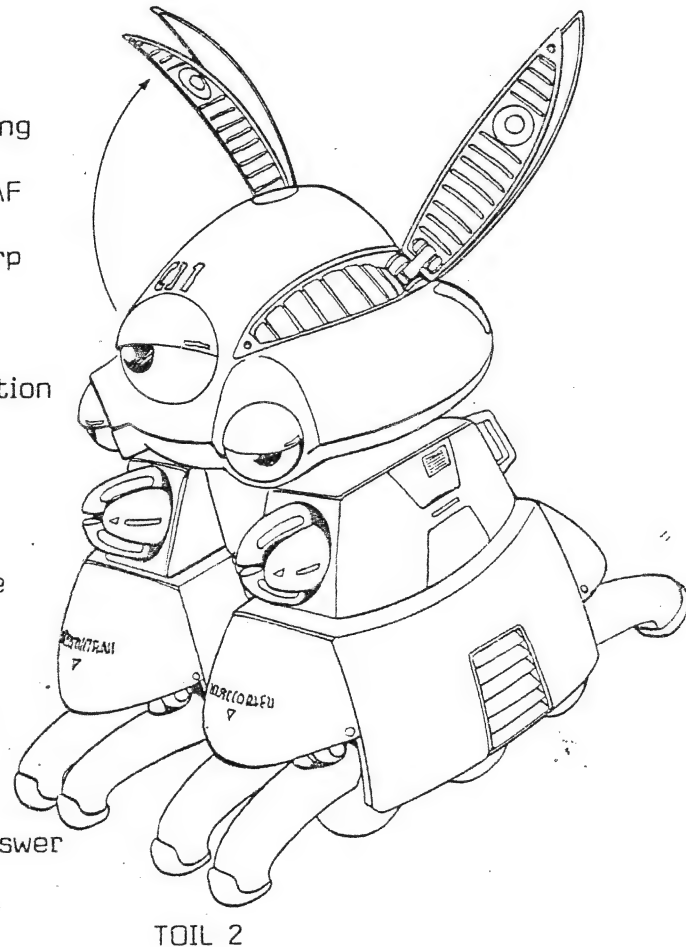
Meanwhile, a force of PARANOID ships has followed the STARLEAF into warp from the battle, and send out battle pods to attack it. Back on the STARLEAF, Rabby tells Luffy in anger about the rumor that is going around about her: Anyone who fights along side her in battle dies.

This news hurts Luffy badly. Rabby regrets having told her this in anger, and when the PARANOID do attack the ship, she invites her saying: " Lets fight together and beat up the enemy! "

The battle is fought savagely, with Luffy holding her own with the PARANOID pods. The STARLEAF has been repaired, and the count-down for warp out has been started. Elsa recalls Rabby and Luffy. Rabby realizes the danger of the situation and emplores to Luffy to disengage and come back to the ship. Luffy ignores the request, as she was fighting a rear-guard action to see that Rabby got her fighter to the safety of the hangar. Safe aboard the STARLEAF, Rabby storms into the bridge, expecting to find find Luffy. "Where's Luffy?" she asked, but her answer came back in the painfully sad looks from Elsa and the others. she did not make it back in

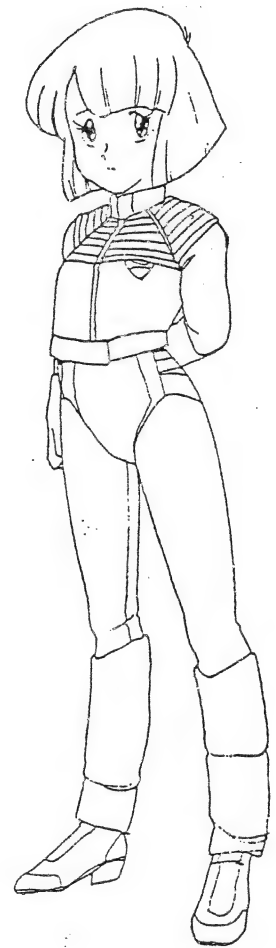
time before the warp engines engaged and was left in deep space mortally wounded, with only the company of a BLONZ-D defence unit to cradle her in comfort.

Away from danger, the remaining crew settle into the long warp drive trip to CHAOS. Rummy is stuffing her face in the galley, while being lectured by the robot TOIL-2 about nutrition, Pony and Catty are playing games with the ship's computer, OX-11. This long interlude has been painful for Rabby, who has been reflecting on Luffy and is saddened by the loss of of her life.





Suddenly, the lull is interrupted by an alarm from the ship's sensors that a "foreign element" is inside the ship. The crew split up into teams to search the ship. Patty and Rummy are in one corridor when they begin to pick up energy readings near their area. The monster suddenly appears right behind them. They run for it, but before they could attack, it had disappeared into the bulkheads. In another section of the ship, Catty and Elsa begin to pick up the readings. Catty goes into another corner up from where Elsa was standing. The monster appears and attacks Elsa. Catty runs back only to see Elsa trapped inside the transparent monster as it stings



her. The others rush to the area and fire, but it was too late to save Elsa. This causes Rummy to be more determined than ever to kill the monster with all that is she is able to do, which she does. Elsa is taken to medical, but she is dying. She spoke of something the others could not understand, saying "I know what they are trying to do, but I'll never let them do it." Elsa passes away, leaving the others wondering what she meant. After Elsa's space burial, Rummy begins to wonder about Catty: She's so quiet, even for a crew member. She searches the ship's I.D. listings, and can't find a stitch of information on her. Rummy confronts her: "Who are you? You're not a Sol-noid Soldier!". Catty doesn't say a word, bolts out of the room, Rummy's protesting being the only thing that keeps Rummy from firing at her. Rummy thinks Catty is hiding something and that annoys her.

Pony asks OX-11 about Catty. The computer refuses to give any information on her, but does tell her that they must all leave the STARLEAF before it explodes very soon.

They all head for the emergency ship BLOSSOM, but Catty is still hiding somewhere in the ship. As they board the BLOSSOM, Pony jumps off the ramp at the last second, saying that she must find out the secret of Catty and put the release inputs into OX-11 for BLOSSOM's escape. The others try to persuade her to come with them, but she refuses and places herself in front of the computer terminal. OX-11 finally tells Pony that Catty is an android who was assigned to the ship as a crew member for the mission to CHAOS, and is the holder of classified information related to it. At that moment, the circuits for the release of BLOSSOM are shattered, and Catty appears to reconnect them in forfeit of her own safety. The BLOSSOM separates just as STARLEAF explodes, taking the brave Pony and Catty with it.

Exhausted from all the stress, Rabby, Patty, and Rummy fall asleep in BLOSSOM. The PARANOID choose this time to stage a "dream attack" on the girls, and lets them all have the same dream. Rabby realizes what is happening, and foils that attempt.

The BLOSSOM finally lands on CHAOS, a product of the 15th Starbuild Plan (like Star Trek III's Genesis Project). They are all taken by the beauty of the planet: "The others are dead, but it's so beautiful" remarks Rummy with solemn remorse.

PONY →



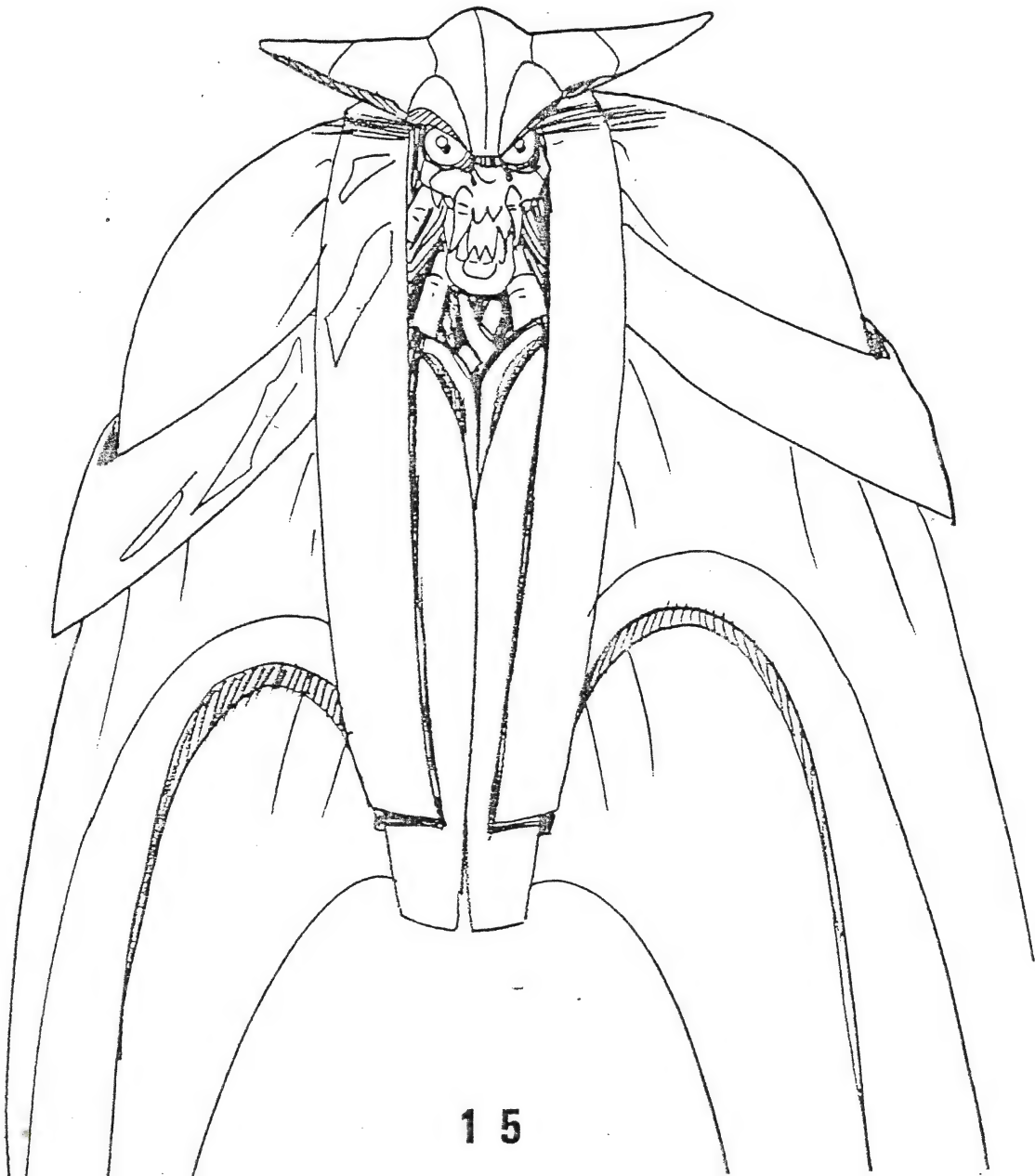
The PARANOIDS have also made it to CHAOS, and begin to conduct an experiment involving Patty. While all three are playing in a pond, Patty is somehow inseminated with the life-seed of the PARANOID. She feels sudden pains in her stomach just as the PARANOID pods attack, and so begins a running battle and chase through the forest of the planet. Having beaten back the assault, they take Patty back to the ship where they discover what is happening to Patty. They take steps to prevent the genetic connection that would both Patty and the baby without feelings or emotions, as the PARANOID had hoped. The plot is thwarted, but Patty gives birth to a blue-haired baby (just like Patty), and grows up with each crawl and step it takes. Rummy is amazed, Rabby is terrified, and Rummy begins to follow the baby out of the room and down the corridors trying to catch up with the child. By the time she does catch up with him, it has grown into an exact MALE copy of Patty. Rummy thinks he's handsome, Rabby wants to shoot him, because of his " Paranoid Factor", which makes him a threat. She relaxes later when it is realized that the factor does not exist within him... The PARANOID have failed, but they want him because he constitutes a new life form.

At this moment, the SOLNOID 38th fleet arrive, and start to attack the small PARANOID party over CHAOS. They are initially happy see their commander's timely arrival, but then the SOLNOID AXIS fleet appeared and demanded the hand-over of CHAOS. The SOLNOID Commander refuses and battle begins anew between the two former allies. All this was too much for the girls below, who begin to question the entire mission's purpose. Rabby confronts the ship's computer, who tells her that they were nothing more than pawns in a bigger game of the survival of CHAOS for their side. They were expendable. She now feels betrayed, thinking of the bloody fighting and the loss of friends in what they believed was for peace. This was what Elsa meant before she died, and Rabby now knew it.

Bitter and angry, Rabby, with Patty's help, decides to deny all parties the possession of CHAOS by destroying the planet using it's own energy. The robots TOIL and AIL are sent out to cause the chain reaction in the planet's energy system while Patty and Rabby take off in fighters to distract the advancing AXIS forces. Also thundering slowly to their locale is the last remaining PARANOID presence in the form of a giant robot/being. The plan succeeds, with Rabby and Patty joining their fallen friends, and Rummy sent off the planet in the BLOSSOM's escape capsule.

Translation of Gai Force video by Hiroko Arima

General outline by Revell Walker



BLEEPS FROM THE VEEP

I'm going to keep the kvetching to a minimum although there's actually quite a bit to kvetch about. The biggest disappointments with the DAICON, I suppose, were the opening animation and the (lack of) hucksters tables, which consisted mostly of fanzines illegible to us types who can only read English.

I'm also not going to go on about the very disappointing article on the CFO in the STARS AND STRIPES. Suffice to say that if anyone else in the future wishes to do an article on us, we make it a provision that we either do it ourselves or have them submit the final product for our approval before it goes to print.

Apart from those (minor) complaints, I would have to say that the trip was everything we expected it to be. Most of the money was spent in Tokyo at various bookstores, record stores, and assorted anime specialty stores. Another pleasant surprise was the friendliness of the CFO people that attended the DAICON. I would like very much to say how much I enjoyed their company. It was especially nice to meet Fred Patton, and after having met and talked to him, I simply cannot see how people think that he would intentionally do anything malicious to anyone. I just want to say for the record that I'm behind ya a hundred percent, Fred...

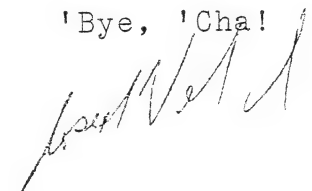
Speaking of percentages, I would like to change the subject slightly and talk about the club's finances. This being my last month here, at the next meeting I will be giving up the offices of V.P. and Treasurer. I want to apologize for the lousy job I've done as Treasurer. Oh, the club has all the money it's supposed to have, and a little more besides, but I've been very neglectful concerning things like keeping track of dues and all that. And especially since we're due for an audit sooner or later, we need to straighten the mess out.

On the other side, I would like to thank all of you for your cooperation and support over the time I've been the V.P. You guys are the heart of the club and as long as you keep up the good attitude, Rising Sun will continue to be one of the finest CFO chapters.

Along those lines, let me remind you all that you're here to support the club. If something's being done that you don't think is quite right, but it has been approved and accepted by the club as a whole, then take it in good spirit and don't make it seem like a personal affront. There is no room for tremendous egos in a fan organization: indeed, it is egotism that has been causing problems with the national organization, and is what causes many fan organizations to break up. We at Rising Sun have done a good job in keeping that from happening, but we must always be on guard against it from occurring in the future.

Anyway, that about does it for me. Once more, I'd like to thank you for all of your support, and you can count on hearing from me whenever Continental CFO (Or whatever the name of the Bit-burg chapter will be called) gets rolling next year. Until then,

'Bye, 'Cha!



HOLLERINGS FROM THE HONCHO

The adventure we've all waited, saved, and planned for has come and gone. In it's wake, Daicon 5 left memories of meeting the group from America, seeing new animated features that are coming out in the near future, and of course, the shopping in Tokyo and Osaka.

One of the things I enjoyed most was the costume show held Sunday evening. I think our host learned a thing or two about costume presentation from Robin Schindler and her crew, who did costumes of Macross crew members, Captain Harlock, and two unforgettable performances of Eve from Megazone 23 and the Prince from the White Comet Empire.

Daicon 6 will be held once again in 1988, and you can bet it will be an international gathering of fans from both Japan and America.

THE YAWATA UMA AT DAICON

The Yawata Uma friendship horse was presented to the organizers of Daicon 5 during a gala reception Saturday evening. Mr Hiroshi Yamane, the convention chairman, was given the horse by myself on behalf of the chapter, and Fred Patten on behalf of the general CFO membership. The people were really impressed with the aims of our club, and the gesture of thanks to all those responsible for the animation we love so much.

OVERALL IMPRESSIONS:

In general there was a lot that was great about Daicon 5 and the trip South, but what I might say would probably be echoed by the others of our group who went in this issue. I'll restrict my comments to the Plastic Novelties column, which talks about the various finds in all those stores. I will say, however, that we were disappointed with the opening ceremonies "animation" shown to a crowd who was brought up on the "Bunny Girl" of Daicon 4. That animation was the creation of General Products, who once sponsored Daicons 3 & 4. If Daicon 6 is run by them, you can expect to see more of her.

ELECTION NOTICE:

Our current Vice President, Joe Vecchio, will be leaving for Germany soon. As a result, that position as well as Treasurer will have to be filled by an election next meeting. These positions MUST be filled by someone who isn't already tied down with work as it is.

LOCAL EVENT FOR SF FANS

Mr Narita of Pla Hobby Salubia has informed me of an up-coming local anime related event. The Kitasato College is having a school Anime and SF Festival, to be held Oct 11th and 12th in Towada City. The festival is an art and model contest as well as an exhibition. If you want to participate, have your entry taken over to Pla Hobby Salubia in Towada NLT Oct. 8th. If this is anything like the Optical Art Show in Hachinohe, it should be a really good show.

THE CONSTITUTION: STILL IN WORK

The chapter constitution was sent back to me for the inclusion of one more paragraph of mandatory statement that requires a re-type of two whole pages. The constitution will be presented in its approved form when it passes Base Legal Office.

FINALLY

If you liked the feature article of Gal Force in this issue, you can look forward to many more good plot translations. Ms Hiroko Arima, an employee of the Civil Engineers Housing Dept has consented to help us find out the stories of the latest releases. Both parties benefit, as it helps her translating skills, and helps us give an accurate synopsis. Project A-ko will be the next subject of a feature article.

Yours In Anime,


Revell

GROWL!

SAN ANTONIO

CAFO

vol.3
no.9

NEWSLETTER



"AUTO-BEN DUNN '86



C/FO - SAN ANTONIO



CARTOON/FANTASY ORGANIZATION - SAN ANTONIO CHAPTER
BRIAN W. SUTTON, PRESIDENT * RANDALL S. STUKEY, EXECUTIVE
ROBERT W. GIBSON, SECRETARY/REPRESENTATIVE

The Cartoon/Fantasy Organization is a world-wide organization dedicated to the enjoyment of animation and fantasy from all over the world. The local chapter meets the second Sunday of every month at the meeting room of the Windsor Meadows apartments, located at 8150 Cross Creek, just off Walzem Road inside loop 410. Anyone unclear as to the location should contact either Brian Sutton (655-4708), Randy Stukey (655-2678), or Robert Gibson (657-7296). The September meeting will be on September 14th, but due to the new hours of the apartment complex office, the meeting will not begin until 5:00 in the evening and will end whenever everyone wants to go home.

The tentative schedule for the September meeting is:

5:00-5:30	C/FO Meeting	7:30-8:00	Robotech #34 "Private Time"
5:30-6:00	Giant Gorg #8	8:00-8:30	Endless Road SSX #8
6:00-6:30	Dragon Ball #6	8:30-9:00	Space Cobra #10
6:30-7:00	Votoms #7	9:00-9:30	Hokuto no Ken #69
7:00-7:30	Aura Battler Dunbine #3	9:30-???	Requests

Due to the new hours, there will be no feature this month, but the episodes of the "regular" series we have been running at meetings for the past 9 months or so will be shown. We hope this will be a temporary situation and the club will be able to find a new meeting place (or the Windsor apartments will change their hours again), but if no other arrangements can be made, meetings will continue to be run on these hours at this location.

Due to the fact that we will be electing a club official (director), the time of the business meeting is tentative (see page 3 for more details). In addition, we will probably be discussing supplementing our regular meetings with a semi-regular get-together at Mr. Gatti's if everybody enjoyed the meeting last month.

The Giant Gorg, Dunbine, SSX, and Space Cobra episodes were unavailable for preview. As usual, Dave Stowell's Votoms Notes appears later in this thing.

It's round 2 when Gokku faces Yamcha in the Dragon Ball episode. See Bulma take a shower. See Woolong and Pooal try and outwit each other by shape-changing. See the bad guys return, incompetent as ever.

In the Robotech episode, things remain the same for the most part. But Lynn Kyle makes his exit: Yatta, Yatta!!!!!!!

Flashbacks dominate the Hokuto no ken episode as we learn more about the life of Toki. Meanwhile, a figure from the past of hokuto shinken con-templates and plans the coming time when he must face Raoh.

As usual with the request segment, if you have anything you are thinking of requesting, please contact us and find out who has the tape in question so we can be sure and see that it gets to the meeting.

We hope to see some of you out-of-towners even if you can't make the new hours. We'll let you know if the situation changes.

C/FO - SAN ANTONIO

A LETTER FROM THE SECRETARY:

Hey, it's getting close to renewal time for most of our members who joined last summer in our first drive. If anyone is concerned about their membership status (general C/FO), talk with Randy. I know at least one of us needs to renew. If you don't wish to renew I, for one, am not going to push you.

Two of our area members, Ray Elliot and Jack Thielepape, just got back from the Ladera trip to Japan. Ray says he had a good time (and spent quite a bit of money), and might have some goodies to show around at the September meeting. We already have had the good fortune to share in one of his acquisitions, Laputa, which we screened over Labor Day weekend. He also bought copies of Samy, Missing 99, and Supergal. Thanks, Ray.

Somewhere in this issue, you should find a copy of the flyer for Animagic, the anime convention staged by the folks in C/FO-Dallas. They have scheduled some pretty good stuff, even if the hotel won't let 'em run all-night videos. They are also planning a party for C/FO members and I'll be there along with the fun people from C/FO-OFC. And yes, I'll be bringing most of my tapes, although not as many as I brought up for the DFF in July. If anyone has any special requests for additional material they'd like to get copies of, be sure and let me know ASAP so I can be sure to have it there.

We've got 6 new members to introduce, so here they are. First, two members from Oregon: Doug Kelso and Earnest Migaki. Both are trying to form a C/FO chapter in Portland and Earnest has translated Adieu Galaxy Express and has recently joined the C/FO-San APA. Pete Fagan and Jol Silversmith reside in the northeast, Pete in Connecticut and Jol in Maryland. Link Robertson is a member of C/FO-OFC and Oklahoma Megazone and provided us with the Sabre Rider and the Star Sheriffs promo we saw at a meeting a while back. Hayes Alan Tubbs lives in Florida and is pretty new to anime fandom. Mitsuyoshi Yamashita isn't really a new member, I just keep forgetting to list him in the directory, an error which I cannot apologize enough for.

Hey boys and girls, what time is it?!! That's right, it's THANK YOU TIME!!! Thanks to Scott Frazier for the Windaria feature (which came in too late to mention in the New Anime column). Thanks to Darren and the guys in College Station for the Touch eps. Thanks to Lory White for even more Captain Harlock. Thanks to Vaunda Perry for the M.D. Gaist and the Urusei Yatsura videos. Thank you to Ted Blasingame for the Urusei Yatsura TV titles. And most of all, thanks to Mitsuyoshi for going to all the trouble to record all those TV episodes for us and also for helping Ray find his way around Osaka.

And before I go, let me mention that Vaunda Perry has sent me some applications to the Viz Com Club (a new anime and manga fan club and publisher). I will have this at the September meeting if anyone wishes more details.



ROBERT W. GIBSON
CHAPTER SECRETARY/CHAPTER REPRESENTATIVE
6527 CHAPEL FOREST, SAN ANTONIO, TEXAS 78239



EDITORIAL MUTTERINGS

Happy Anniversary! Actually two anniversaries. First, it was a year ago this month that Robert and I began experimenting with the one-page meeting flyer that the chapter had been using; experiments that eventually led to its expansion into this monthly newsletter. Second, it was a year ago early this month that I finally got a membership card and officially became a member of the dis-organization known as the C/FD. The first of these events will be discussed here, the thoughts generated by the second event will be found in a new column called "Executive Soapboxing" near the end of this zine. This new column will be political in nature and those of you who don't want to have to read about C/FD politics can skip right over it instead of having to trip over multiple paragraphs of political stuff in the midst of "Editorial Mutterings"!

Newsletter Natterings

The newsletter has come a long way since last September, as has the local chapter itself, when Robert and I were wasting our time trying to get SAFR (the San Antonio Fandom Review) going. Of course, the path has not always been rosy! Hard decisions (such as the one to go to subscriptions) and numerous long and sometimes heated arguments between Robert and myself over what this newsletter should be and how it should get to be what it should be have been part of the forging process. I think we now have a very nice newsletter and our efforts have apparently inspired several other C/FD chapters and non-C/FD anime organizations to do newsletters of their own! This impresses me far more than the fact that over 60 people are now paying their hard-earned cash to read our chapter's efforts.

Of course, neither Robert or I can claim full (or even a major portion of) the credit for this newsletter's success. Most of the credit goes to the many members who have contributed their art, articles, and stories. Folks, without you, there would be no newsletter. I'd like to thank each and every person who has contributed to this newsletter in the past while I remind everyone that we cannot simply sit on our past record — we need to continue to improve! More and more out-of-town members

are joining C/FD-San Antonio (our current membership is 95 people — give or take a few) and this newsletter is often their only regular contact with our chapter (and the whole C/FD in many cases) and we need to make this contact as pleasant, informative, and entertaining as we can (but not as SILLY as we can—CPAS). In other words, please keep those submissions coming in!

Special Meeting

A special meeting was held (with very little notice) at Mr. Gatti's on Naco-Perrin on August 31. Two movies, including Laputa and the subtitled version of Castle Cagliostro were shown on their projection TV system (which was none to good in my humble opinion). The meeting was held at the request of some special guests from our sister organization, the SDF-Ft. Worth, who were in the area on a rafting trip (with a stop at Alpha Sector). In case, you didn't get to meet them, our visitors from the north were Jerry Grimm (Executive Editor of the SDF-Ft. Worth Newsletter), David Van Aken (Fiction Editor), Brian J. Grimm (Production Editor), and Cris Edbauer (Art Editor). It appears their trip was something of an editorial decision. [This last sentence is a joke. Laugh!] A good time was had by all!

Scheduling Problems

Yes, it looks like Windsor Meadows is going to continue their new office hours, so we definitely do need a new place to meet. David Stowell's apartments have a meeting room that might be large enough (and that requires a \$100 deposit), but David has not been home the two chances Robert and I have had to go check it out. If anyone else has found another possibility (someplace where we can meet from 1pm to 12 midnight on the second Sunday of every month), please give Robert or myself a call ASAP. Until a new meeting place is obtained, there will continue to be scheduling problems. We have more shows than we have time to show them, so shows have to be dropped.

This month we have an additional problem, we need a quorum present at the business meeting so we can elect an additional director (we'll have this problem again in October). The business meeting is still scheduled as the first event at the meeting. However, if a quorum is not present when the meeting is scheduled to start, the business meeting and the show that would follow it will be swapped. If after the newly scheduled show, there still is not a quorum present, the next show and the business meeting will be swapped. This will continue until a quorum is present or 9pm arrives, whichever comes first. What this means is the schedule listed is tentative and the episodes may be shown one-half hour earlier than the time listed for them! To avoid this problem, everyone could show up right on time at the beginning of the meeting!

"Hello, is Robert there?"

Several people have called my house after 10:30pm asking for Robert this summer?! This is strange because no one ever calls Robert thinking they are calling me. The only problem is these calls wake up my parents (and if they are late enough, me). While this will not cause the end of the world, it really bugs me when the people calling don't even identify themselves! Hey, folks, the damage is already done, the least you can do is identify yourself (and if you are one of these out-of-town folks who keep late hours — you might as well talk to me a bit too — you've already got me up [well], you have if you call after 11:30 anyway] so you might as well shoot the breeze awhile, it may be the only chance you get!

I also get packages addressed to Robert Gibson at MY address. Folks, unlike the above problem, this one is dangerous, my dad didn't immediately recognize Robert's name one day when UPS came by and would have refused the package (because there is no Robert Gibson living here) if I hadn't happened to walk in when I did! Besides, you

might send some of Robert's "silliness campaign" stuff to ME by mistake that way and Robert would never get it.... Wait a minute, what am I saying! Address all packages containing silliness to Robert Gibson at MY address....

Hmm, this whole problem isn't a part of my assistant editor's "silliness campaign" is it? Couldn't be, it started before the "silliness campaign".

Until next time, All the Best!

Randall S. Stukey

Randall S. Stukey, Editor
Chief Protector Against Silliness (CPAS)

ANIME NEWSWIRE

Compiled by Randall S. Stukey
with thanks to Barbara Edmunds and Masayuki Kitano

GALL FORCE is a movie and home video series now out in Japan that was made by the same people who made Megazone 23 and Macross. The background is this: Planet Kaos became a hospitable planet once more by the use of the Nine Boy System (?!?). To protect Planet Kaos from enemy paranoids (?!?), a fleet of defenders called the Solnoid Fleet was patrolling the nearby area. However, the fleet is demolished by the paranoids (?!? Crazy name!—MK), and one of the Battleships (called either StarReef or StarLeaf) is also damaged, killing all on board except for seven girls. The seven girls attempt to return to the Planet Kaos.

AI CITY is another new movie just released. AI CITY (eye; or ai as in love?) is about a future city full of skyscrapers. Within the city, a secret science organization called "Floud" exists. Two people, a girl named Ai and a boy named Kei escape from "Floud". Kei is a android called "Headmatters". The top "Floud" Headmatters named Lee sends a female Headmatters named Kazitou to capture Ai and Kei. With the help of Raiden, a former policeman, they try to survive. Then, Ai's real abilities are revealed. She turns out to be the legendary "Trigger", one who can control other people's telepathic abilities. Lee, and another old Headmatters, Kylochin, fight to obtain Ai. Why they want Ai, and the meaning of Ai City remains a mystery.

Jonny Quest returns to TV this fall in a syndicated show designed for Sunday Morning. We have two very different reports on this show. Barbara Edmunds grapevine sources (which were fairly correct on the TRANSFORMERS movie) say that the new episodes (which will air after the old episodes are replayed) will defile the original with the following nonsense:

- 1) Jonny has gone preppy.
 - 2) Race has gone Rambo, wearing belts of machinegun ammo, etc.
 - 3) Jonny will have a 15 year old brother who is even smarter than he is.
 - 4) The Quests live with some kind of (probably cute) alien from space.
- (If even one of these statements is even partially true, I will be sick—RSS) On the other hand, some Hanna-Barbara propaganda I've read suggests that the new episode will be much like the old ones, except that all the adult elements (Jonny Quest was originally a prime-time show) removed: like violence and references to the real world....

The first of the Golgo 13 volumes (in English) is out.

The Baycon program book, Magazine, and the C/FO-San Antonio and C/FOOD newsletters are shown in the third issue of Globian.

C/FO NEWSWIRE

Compiled (with commentary) by Randall Stukey from numerous sources.

Animagic, put on by the good folks from C/FO-Dallas, is September 20-21 in Dallas. They have Lisa's voice actor from ROBOTECH scheduled as a guest. See the flyer near the back of this issue for more information.



VOTOMS NOTES: EPISODE 7

By David Stowell

This episode begins with attack choppers circling the town, searching for Chirico and blowing away chunks of town just for giggles. While Vartla is watching from behind a pile of garbage outside Gotho's home, one of the choppers almost zaps him by accident and when he's back inside he almost gets blown away by Gotho. After a pleasant exchange of yells and growls, they make off into the house. While Gotho, Vartla, and Cocconer argue and chug booze, Chirico - a Real Tough Guy - sits off to one side quietly cleaning his weapons.

All the arguing leaves Chirico unimpressed and when the bimbo starts to come-on to him, he gives her the brush-off and leaves the party. As he is walking through the mounds of trash, he spots an abandoned dummy laying on a pile of junk. The dummy triggers a flash-back of the first time he saw Fyana - in her capsule. What a romantic kind of guy. I hope Chirico never lets Fyana in on this little interlude, she might take it wrong. Then again, you never know what turns some people on.

While Chirico is looking at a dummy and thinking of Fyana (in the same situation, I'd probably think of Cocconer, for the obvious reason) the scene changes to The Church, where Fyana is playing an organ as the priest-type and the city boss are arguing. She plays an organ and thinks about Chirico, while he's looking at a dummy and thinking of her. What a romantic image.

Chirico decides it's time for chow and heads for a beanery downtown with Cocconer sneaking along behind him. A biker scumball makes a grab for her, but she gets loose. Meantime, Chirico's going into a pet shop. After leaving, he lets a city trooper grab off the bag it's in and stick his face in it. The result is a trooper writhing on the ground with the maddest-looking bottle-brush you've ever seen attached to his nose. Chirico uses the opportunity to have a short talk with the bozo before taking a hike.

Cocconer's still following Chirico and tries making a pass at him. He brushes her off with the old "what's that on your back?" routine and lays down leather while she tries some gymnastics on the sidewalk. As she's pulling herself

together, scumball and friends show up on their cycles and invite her to a party. Scumball is pretty persuasive (not to mention his friends) and before you know it, the airhead's on her way to scumland.

When Chirico shows up at Gotho's junk-yard Hilton, Vartla and Gotho are both working on putting some muscle into the 'copter the group ripped off last episode. They are planning to rip off a shipment of precious minerals from the faction controlling the city and they need all the firepower they can carry. As everyone is getting their gear ready, Coconner breaks in, looking a tad worn, and starts putting on her bimbo-with-a-problem act. Gotho and Vartla both are very impressed, as well as bruised, by her. Like a Real Man, Chirico pretty much ignores it, says a few words, and leaves. Gotho and Vartla both keep bugging him while he's salvaging junk and the bimbo gets angry. Some people just never get the message.

The group sets out with Chirico riding in a suit of armor on the back of a flatbed truck while Vartla pilots the 'copter for air support. As the group approaches, screaming hordes of barbarian bikers attack the city-goons at the airport where the goodies are being handled. Chirico and friends use the opportunity to move in, as bikers get sprayed all over the landscape. Of course, they are discovered and the word of their presence gets spread around the goon platoons. Chirico figures the time is right, so he powers up his armor and jumps off the back of the truck, with a little hydrolic assist.

The firefight turns into a three-way, free-for-all, get-the-goodies match. But, of course, our heroes manage to cop the prize and make their getaway. As they depart, Fyana watches from a window overlooking the fight as the episode ends.

[Ed Sevcik spend about six weeks of this summer in Israel and brings us the following comments....—RSS]

NOTES ON THE STATE OF ANIMATION IN THE STATE OF ISRAEL

(With Extraneous Comments)

by Edward A. Sevcik, NSAA (No Silly Acronym Appended)

One might be tempted to ask, and indeed, it would not be an entirely specious question, whether the state of animation in Israel of all places merits an article in such a prestigious journal as the present one. Well, I'll tell you, I had rather a hard time justifying it to myself, but eventually decided to submit it justification or no, as I guess at least a couple of people might be interested, the cat's eaten my other paper, and in any case these guys are so darn desperate for submissions that they will print almost anything (I know you're going to interject something here in those little square brackets, Randy, so just don't do it, you hear, 'cause I'm way ahead of you), pornographic, emetic, or whatever. So, forward.

Perhaps I'd best mention at the outset that the Israelis, like many Middle Eastern peoples, are absolutely crazy about television, and they will go to great lengths to get it. In a country where the average wage is about six thousand dollars a year and everything is at least one-third more expensive than here in the states, almost everyone has a television set. The Bedouin shepherders who lived in a shack built of cardboard and reeds near the place I stayed had a television. The lady who cleaned our clothes and washed our floors had a TV, a VCR, and remote control. Reception varies from pretty good to awful, depending on where one is in the country, though sometimes the picture is broadcast at a smaller size than the screens of many of the land's sets. Very, very large black-and-white sets are the norm, and the picture is often over on one side or at the top of the screen, with blank space for the rest. Since Israel is mountainous and each station for some reasons needs an antenna at its own, Israeli antennas look a little like a cross between an oil derrick, an Orthodox Cross, and a Calder mobile. They

average about thirty feet in height.

As far as television stations go, there is one from Egypt, one from Syria, two (one of which shows nothing but still pictures of King Hussein interspersed with readings from the Koran) from Jordan, one from Israel itself (which is only on the air now and then and is usually filled up with sports and news), and a sort of generalized Mediterranean station broadcast by the BBC from Cyprus. There also appear to be a couple of video channels which for no apparent reason broadcast movies now and then throughout the day. The best time to watch is in the afternoon, as most of the stations are off the air in the morning.

Airright, that out of the way; what, then, is the state of animation in Israel? To be blunt, perhaps cruelly blunt, there isn't one. The Israelis, like many European peoples, are live-action fans and animation simply never enters their consciousnesses. In other words, though I did not have the opportunity during my stay to fully plumb Middle Eastern TV to its slimy depths, what I saw was so disheartening that I can be forgiven a little extrapolation. To wit:

The news is very important in Israel. When the mens' final of Wimbledon was interrupted by the five o'clock news, I amused myself by flipping the channels and found Inspector Gadget subtitled in Arabic on one of the Jordanian stations. Though the show was one of those awful ones that the company farmed off to South Korea or wherever, it quickly drew children like flies, who stared at the screen humorlessly and intently. When I changed the channel again, they went and got their mother who began to yell at me in Hebrew, but some other guy came along and began to yell at her in Hebrew, so the situation was cleared up. The Smurfs used to be pretty popular in Israel, but of late they have been replaced by a Smurf-clone group of cartoon elves from Europe. From what I have seen, the show is pure "Ugh". Cartoon characters are fairly popular in Israel as designs for T-shirts and such things, so I assume they have a fairly usual run of Saturday morning stuff, though I never saw much of it. The Israelis, who still haven't learned that Disco is Dead, adore the show Kidd Video, and characters from it crop up in unusual places, like yogurt packages and the windows of intercity buses. The only animated movie I saw advertised was some awful thing from Europe (I guess) about a peasant boy who rides a large and presumably magic goose to presumably enrapturing adventures. I didn't even bother to check it out.

And that's about it. In short, the Israelis, not surprisingly, are a little too busy getting along in this world to worry about any others. I get the impression that they share the bias of most people against animation, namely that it is only for children and in any case it is an esoteric and difficult thing to get into. No, these two beliefs are not contradictory, they just look that way, and even if they were contradictory that would not prevent human beings from holding both of them. I've done a little thinking on the subject and comments pertaining thereto may appear in a future article.



"Golly, Wick. We finished off the rations an hour ago. Can't we send out for pizza?"

Bombay, nobody knows where we are...."

"GASP! Then I'll Starve! I'LL DIE! I'LL NEVER HARRYANUPWARDLYMOBILEINSURANCEATTORNEY!!!"

"Bombay, We've ONLY been trapped here for ninety minutes...."

"DONT CARE! DONT CARE! DONT CARE!! I WANNA COOKIE!"

"Well... I don't have any cookies... but..."

A wicked light flashes in Wick's eyes.

"But what?"

"I do have a pickle I was saving for later...."

"GIMMIE!!!"

"OK, Mint, heh heh...."

Kei walks into the room and sees what Yuri is watching.

"Oh, that is DISGUSTING! Yuri, isn't there anything else on?"

"No, I checked while you were in the shower. This BOBOTECH stuff seems to be on every station," replies Yuri as she switches off the set.

"This is turning stranger by the minute. I guess there's only one thing to do."

"Kei," Yuri says sternly, "we are on vacation. Let somebody ELSE investigate for a change."

"Investigate? Who said investigate?? I'm going down to the bar to check out the band!" Says Kei, hopping off the bed and moving toward the closet.

"Now yer Talkin..." Yuri pauses as she notices a strange odor. "Kei, do you smell smoke?"

Kei sniffs loudly, then says, "Yeah! Cigar Smoke! Seems to be coming from under your bed."

Cautiously, Yuri hangs over the side of her bed, pulls up the covers and looks beneath. Her eyes widen and she starts to say "CO..." just as a masculine hand reaches out and clamps tightly over her mouth.

"DON'T say my name out loud, PLEASE!" says Cobra, dragging himself out from under Yuri's bed with his free arm. "Kei," he continues, "do me a favor and check the hall."

Poking her head out the door, Kei sees only the bare Hotel corridor.

"All clear, COB..." Kei catches herself before she completes his name and continues as Cobra finally releases Yuri. "Now's what going on?"

"Sorry to be bargin' in like this, ladies, but 'tis those pesky soldiers that have been followin' yours truly with an eye to blowin' me away. Seems they think I'm some fellow named 'Commander' or something like that." Cobra shrugs and takes a puff of his cigar. "And they're UNKILLABLE! I hit 'em point blank with Psycho-Gun and they just got right back up!"

"So just what did you boost to get these guys after you?" asks Yuri, perching herself on the dresser.

"Boost? Yuri! You wound me to the quick! To think that I would stoop to petty theft...." replies Cobra with mock sincerity.

"It was a Snurffberry bush, Miz Yuri," says Lady who has finally decided to follow Cobra out from under the bed.

"Snurffberries??" says Kei, her face reflecting no little skepticism.

"Processed correctly," Lady continues, "the most powerful and potent liquer in the Anime."

"Lady," Yuri says, looking at Lady strangely, "what's wrong with your voice? You sound like that maid robot on THE JETSONS...."

"Oh Miz Yuri, I know, I know.... And I keep wanting to wash things!" sobs the beautiful robot.

"It only started when we got to the hotel," Cobra states.

Just then, the door swings open and Kenstukey appears, intently studying the small beeping device he holds in one hand. Everyone in the room watches in stunned silence as he enters waving the device about the room like a bug spray, finally stopping at one of the bed lamps.

"AHA!" he cries triumphantly as he holds aloft a small device he has plucked from inside the lampshade. Dropping it and grinding it under his heel, he turns and addresses the group, "That's another Silliness Projector that won't be disturbing the balance of the Cosmic All anymore. Hello Yuri, Hi Kei, Lady..... Oh, Hello Cobra, I didn't see you at fir...."

The rest of Kenstukey's sentence goes unheard as, at the mention of the name "Cobra", a roaring cry of "YOOO JOOOE!!" issues from the closet, the hall, under Kei's bed, out of the bathroom, from the balcony, out of the dresser, and from the overhead light; as, from all of those places, the G.I. Joes swarm into the room.

Moments later, Cobra makes a low whistle of admiration as he surveys the carnage, which has turned the Dirty Pair's single room into a three room suite. "That was incredible, Ran," he finally says. "Where did you learn to handle a chainsaw like that?"

"Just a natural Knack, I guess," Ran replies modestly, folding the homelite back into his briefcase. "Sorry about your room, girls, but I've commandeered the penthouse on the 86th floor for the duration of this — and I've got plenty of room to spare...."

Staring at the mess, Kei just nods her head and turns to Cobra. "This explains why Psychogun didn't faze them, anyway. The only way to deep six American Anime characters anymore is to... ahh... leave them on the cutting room floor, so to speak."

Kenstukey only smiles.

Walking over to Kenstukey and putting her arm around him (which causes Kei to glower at her), Yuri says, "True, but I'm more interested in that little electronic device Ran's carrying!"

Holding the small black beeper up for their inspection, Kenstukey explains, "This isn't an electronic device, it's a plot device: a Silliness Projector Detector. Baka has planted silliness projectors all over the hotel."

"Baka!" Cries Kei. "So he's at the bottom of all this!"

"But what does he hope to gain?" asks Cobra.

"I am not sure," replies Kenstukey slowly. "But you can

be sure it's naughty, not to mention..." Kenstukey pauses and then finishes with audible disgust, "Silly."

Far below, at the hotel's main entrance, a testy Zordor engages an equally petulant Crystal Boy in an argument over protocol.

"I will not be seen entering before some hyperactive wind-up toy! YOU go first!" snarls the Comet Emperor.

"Big Time stellar conquerer, BAH!!" Crystal Boy retorts. "I never got blown out of space by a skinny blonde chick and a bunch of teenagers! YOU go first!"

So intent are they on their argument that they do not hear the sound of cracking knuckles and the quietly murmured "You're already booked" from behind them. Moments later, his bags in hand - and a galactic criminal under each arm - Kenshiro says, "After all, it doesn't matter who goes first - if you are both unconscious, does it?" as he bats aside the double doors with their respective heads.

NEXT: What's on the slab in the basement? Where Lum went. Why Baka is doing it, and, how can you keep reading this trash??

NEW ANIME

The following list contains most of the new Anime added to our collection since the last Newsletter. As usual, the episode numbers are not guaranteed to be correct!

Movies/Short Features

Go! Go 13 (better copy)
Laputa
M.D. Gaist
Pen Pen TV Special
Sany: Missing 99
The Supergal
Urusei Yatsura TV Titles
Urusei Yatsura Music Videos
Votoms: Battle of the Heterogeneous

Series Episodes

Captain Harlock/Queen	1000 (19 episodes)
Catseye	(#21, #?)
Devilman	(#1-2, 5)
Dragon Ball	(#6-9)
Ge Ge Ge No Kitaro	(#28)
Hokuto No Ken	(#1-17, 70-72)
Igano Kabamalu	(#1)
Layzner SPT	(#24-29)
Kimen Gumi	(#23-24)
Lupin III	(# 8? episodes)
Mezzon Ikkoku	(#2-4)
Pastel Yumi	(#2)
Touch	(# 8? episodes)
Urashiman	(14 #? episodes)
Urusei Yatsura	(#173-174, 181, 45, 55, 58, #?)
ZZ Gundam	(#6-9)

C/FO-SAN ANTONIO TAPE COPYING POLICY

GENERAL RULES:

- 1) EIGHT HOURS PER PERSON PER MONTH unless other arrangements are approved in ADVANCE!
- 2) ABSOLUTELY NO "GENERIC BRAND" TAPES WILL BE ACCEPTED. Almost any major name brand tape (Scotch, Fuji, Sony, BASF, TDK, JVC, etc.) is acceptable. Tapes made in places other than the USA, Japan, or Germany are unacceptable (examples: J.C. Penny, KMC (K-mart), Megasonic, Classic, etc.) as they can ruin the heads of our VCRs. ABSOLUTELY NO EXCEPTIONS WILL BE MADE.
- 3) Write a copy of your request and your name, address, and phone number on a label attached directly to the tape

itself, not to the tape box, the tape!

4) Requests that material be placed on a tape in a particular order (or with the commercials cut out to squeeze in one more episode) will generally not be honored as doing so takes too much time.

5) If you wish to trade, we REALLY PREFER that you query us first, don't just send a tape full of stuff you think we want because it's not on the latest list you have from us - we may not want it or may have already gotten copies since the last list was published.

C/FO-SAN ANTONIO MEMBERS: Give Robert or Randall a blank tape with a written list of what you want recorded and at what speed you want it recorded. We will have a copy made for you as soon as we can - it can take us quite a while, however, especially if you want a lot of stuff from different tapes put on one tape! Please remember that we often have to give priority on the dubbing machines to making trading copies (that's one reason why we are getting so much new material!).

Out of town members of C/FO-San Antonio, mail your requests, tapes, and return postage to either Robert or Randall - you need not make a special trip to San Antonio to personally give us the tapes (unless you want to, of course, we'd love to see you!).

OTHER C/FO, SDF-FT WORTH, OR EDC MEMBERS (AND ANYONE ELSE FOR THAT MATTER): We love to trade material! If you have something we don't have, and we've got something you want - a trade can easily be worked out! We usually trade tape for tape (with each person responsible for postage on his/her own end), but we can be flexible. If you see something you've got to have, but don't have anything to trade, talk to us anyway. We've been in that boat ourselves and will be happy to see that you get a copy. We only have one firm rule, we will not trade with people who are unwilling to trade with others (if they have the facilities to dub trades at all, of course) on a one for one basis, or who will only trade with people who agree with them politically or whatever! WE WANT COPIES OF ANIME SPREAD AROUND!

Contact either Robert Gibson or Randall Stukey to arrange trades or request copies. Their addresses can be found at the end of all this fine print on tape copying. If you'd rather call than write: Robert can normally be reached at (512) 657-7296 (best chance to reach him: between 10pm and 1am CST) and Randall can normally be reached at (512) 655-2678 (best chance to reach him: between 6:30pm and 9:30pm CST and between 10pm and 11pm CST Sunday through Friday) or call Randall's number between 11am and 5:30pm almost any Saturday and you can talk to both of them - however, they are running a role-playing game during that time and request that calls be kept VERY BRIEF.

Please note that some of our tape library is occasionally out of town or otherwise unavailable. If you happen to request something that's currently unavailable, you may be, unfortunately, in for a VERY LONG WAIT. You might want to query us first, before sending tapes if you don't want to wait! We would like to apologize for this problem.

TAPE TRADING CONTACT PEOPLE:

Robert Gibson	Randall S. Stukey
6527 Chapel Forest	4122 Tallulah
San Antonio, TX 78239	San Antonio, TX 78218
(512) 657-7296	(512) 655-2678





[Pat Munson-Siter has managed to interest ye olde editor in Gatchaman by the simple method of sending me copies of all her episodes (about 197 of them) in exchange for some of our stuff. At first, I thought I was getting the short end of the stick, however, after watching over 20 episodes of Gatchaman, I find Gatchaman to be a very interesting show. The following article on Gatchaman is reprinted from APA HASHIN #2 (aka the C/FO San Antonio Social Apa) by permission of the author —RSS]

GATCHAMAN AND GATCHAMAN II BACKGROUND by Pat Munson-Siter

First, the time period for GATCHAMAN is about 2000 to 2010, not in the far future as BATTLE OF THE PLANETS would have lead you to believe.

Dr. Nambu, chief of the International Science Organization (ISO), discovers that the Galactor Syndicate, a secret organization that took over the old Mafia after World War III, plans to conquer the world. He organized and trained a group of five youngsters to become the Scientific Ninja Squad Gatchaman. The five are:

6-1, Ken Washio, 18 years old at the beginning of GATCHAMAN. His bird-style is Ken the Eagle (and Washio=Eagle). Ken's father, Kentaro Washio, faked his own death when Ken was very young and became the captain of Red Impulse. (He died about the middle of the first season while defeating one of the Galactor schemes.) Ken was adopted by Nambu when his mother died. The Eagle is the leader of the Gatchaman Squad. Ken is a pilot for a small charter airline in his off time. He pilots the Eagle Sharp, a supersonic jet fighter.

6-2, Joe Asakura, 18 years old at the beginning of GATCHAMAN. His bird-style is Joe the Condor ("Condor Joe"), and his real name is George Asakura. His father, Joseph Asakura, was a Galactor chieftan who decided to go straight. He and his wife were killed by a Galactor assassin for his "treachery", and young George was seriously injured in the attack. Dr. Nambu was on the island at the time and rescued the boy, issuing a fake death certificate in George Asakura's name so he could safely spirit him away under the name of "Joe". The nick-name has stuck over the years. Joe is a race car driver in his off-time. His vehicle is a modified race car with an automatic cannon known as the "Condor Machine".

6-3, Jun, 16 years old. Her bird-style is Jun the Swan. She is an orphan, half-American and half-Japanese. She was Jinpei's foster mother at the orphanage when Nambu adopted both of them. She owns a small discoteque and grill known as the "Snack J". Her vehicle is the Sonic Cycle, armed with a rocket launcher.

6-4, Jinpei, 10 years old. Jinpei the Swallow, he is also an orphan whose real name and parentage are unknown. He works as a cook and dishwasher at the "Snack J". His vehicle is the Hellico-Buggy, a small multi-terrain tank with flight capability.

6-5, Ryu, 17 years old. Ryu the Owl's parents are still living. He comes from a small fishing village in northern Japan. He runs a small yacht harbor in his spare time, and his vessel, a hovercraft, stays on the bottom of the harbor when not in use. The hovercraft forms the main body of the Gatchamen's GOD PHOENIX when all five machines are integrated together. All five must be united for them to be able to use either the bird missiles or the firebird effect.

In the first series [there are three: GATCHAMAN, GATCHAMAN II and GATCHAMAN FIGHTER—RSS], the Gatchamen come into play when the Galactors begin to move openly, using their animal mecha to menace the world. As time goes on, they and Dr. Nambu learn more and more about Galactor and Berg Katse, the leader of the Syndicate. Towards the end of the season they discover that Katse is the captain of Sosai X, an alien who arrived on Earth many years before and created Katse from fraternal twins (which is why Katse is both male and female) to lead the Syndicate. Sosai X intends to conquer Earth and add it to the empire that his home planet, Selectro, has been building. Joe is badly injured at least twice during the season, and although he doesn't know it until the last few episodes, his transformation bracelet is damaged - every time he uses it he is subjected to radiation and is developing a good case of radiation poisoning. The effects of this are seen several times in the later episodes, with Joe experiencing dizziness and double vision at times. In the last two episodes, he is captured by Katse, tortured and shot. It is his final escape that enables the other Gatchamen to find Katse's main base, and his dying speech to his comrades is one of the key sequences in the first season. In the last show, the Syndicate is brought down and Katse suicides; X leaves the Earth when he learns that Selectro has been destroyed.

Although not formally stated in the series, another planet which opposed Selectro gave Nambu the technology for the transformation of both the machines and the Gatchamen's battle suits and the key to the firebird effect for the GOD PHOENIX.

In GATCHAMAN II, X returns to Earth, determined to use our world as a weapon against the planet which destroyed Selectro. He takes a two-year-old girl named Sally Pandora and through genetic engineering makes into an instant adult with an incredible IQ - but still emotionally two years old (as witnessed by her temper tantrums when things don't go the way she wants them to). She becomes his new captain, Bel Sadra. She takes over the remaining elements of the old Syndicate and with X's assistance makes Galactor a potent force once more as they build the installations that will propel the Earth into space to collide with the homeworld of Selectro's destroyer.

Nambu, ISO, and the Gatchamen have not stood idly by in the meantime, despite the team's long mourning period over Joe's death. But as they act against the new Galactor menace, they run across disturbing signs that raise the question of whether or not Joe is really dead. They find enemies killed by feather darts — Joe's weapon of choice — and on one occasion are saved by a man who disappears — and who Jun swears looked like Joe. Tapes arrive warning them of Galactor activity — and the Gatchamen are convinced that it is Joe's voice on the tape, even

though Nambu's scientists tell them the voice was mechanically reproduced.

The Gatchamen have new machines as well. Ken's new fighter is even deadlier than the Eagle Sharp; Jun's new bike faster than the old 6-3; Jinpei now pilots the Swallow Helicopter, and Ryu has a tank — and a robot takes his place at the controls of the new GOD PHOENIX when Ryu must leave. During the fourth episode Nambu shows up with the new 6-2, the multi-terrain vehicle he had designed for Joe. He intends to use it to counter a new Galactor menace. As Nambu and Ken argue over who should drive it, they hear someone in the distance whistling the Gatchamen theme...it is Joe, who IS still alive. After defeating the current Galactor menace (and after Ken has decked him for not letting them know earlier that he was still alive), Joe tells them that his unconscious body was picked up by Dr. Rafael, an ex-Galactor doctor, while they fought Katse and Sosai X and that Dr. Rafael performed a "very difficult operation" which saved Joe's life. What Joe doesn't tell his teammates is that Dr. Rafael was a cybernetic specialist for the Galactors and that, in order to save Joe's life, she made him into a cyborg. As many of their Galactor foes during Season 1 were cyborgs, Joe is understandably reluctant to tell his teammates the truth. Plus, he feels he is no longer really human due to the cybernetic components that now keep him alive. (Emotionally, Joe is a wreck at this point, even more of a cynical loner than he was before — but due to his great strength, he has had to learn to control that temper of his...) As the second series goes on, the team becomes somewhat suspicious as Joe does things a normal person, even one of the other Gatchamen, wouldn't be able to do: tear parts off tanks, run through fires unhurt, etc. However, it is Dr. Pandora (yes, you've seen that name before), a female scientist who is Nambu's new assistant, who has the clinical detachment to see through these things and discern the truth. She is also a cybernetic specialist. After Dr. Rafael is killed by the Galactors, it is Pandora who helps keep Joe going. It takes a few episodes for the team to adjust and then convince Joe that they still think of him as their brother and not a freak. It is only with their help that Joe eventually adjusts to what has been done to him.

The war between the ISO and Galactor continues. Eventually Gel Sadra meets Pandora and cannot understand her own reactions. By this time Gel Sadra is starting to mature a little and to question X's motivations. She investigates and discovers that Dr. Pandora is her mother. About this time X decides that Dr. Pandora is a danger to him and has her abducted; then has her killed. Not only does this thoroughly piss off the Gatchamen but with the traditional Japanese love for villains discovering the path of righteousness, Gel Sadra turns against X and helps the Gatchamen defeat him. She is mortally wounded in the process (and Joe and Ken are hurt pretty badly too). In the final moments of the final episode we see Gel Sadra's body return to its real age and her spirit leaving its body and joining her mother. The two "ghosts" walk quietly skyward on a sun beam, hand in hand, as the Gatchamen watch.



GIBSON'S GUIDE TO ANIME STRANGENESS

Dr. One Person's Attempt to Explain, to New Fans, the Intricacies of Japanese Animation One Column at a Time (Needless to say, it could take years.)

Last column was rather long (but then, it was the first in three months) so I'll try my best to keep this one short in order to give more space to others. If I ever get out of hand, don't hesitate to tell me (Randy doesn't).

STRUCTURE: The organization of the Japanese half-hour cartoon shows differ only slightly from their American counterparts, but the differences are worth noting. The Japanese shows usually (but not always) consist of the opening credits, a commercial break, half of the episode, commercial break, second half of the episode, ending credits. Some shows move the 1st commercial break to the slot between the second half and closing credits (thus making it the second break and making the second break the first break. Confused yet?). Conversely, American cartoon shows usually consist of the opening credits, a third of the episode, first commercial break, a third of the episode, 2nd commercial break, a third of the episode, ending credits. In syndicated shows, the local stations can move the breaks around, or cut the episode to fit, or do almost anything they want to. They've bought the right to mutilate when they purchased the show. I have noticed that most of the syndicated shows are following the format of opening credits, commercial, half of the episode, commercial, half of the episode, commercial, ending credits. (This totally ignores the new fad of sticking in an "educational" half-minute piece just between the last commercial and the ending credits. This practice is becoming more and more established and I sort of like it. Any comments?)

Most of you are aware of the reason for commercials, so I will not bother you with any dope on them, other than to say that the Japanese ads are VERY DIFFERENT from the typical American ads. This may change now that there soon will be TV ads under 30 seconds, but I doubt it. Any of you who have seen Japanese commercials know exactly what I am talking about, and those of you who have not will just have to either watch some or wait until someone devotes a column to them. Maybe if I get enough requests....

And I don't think I'll explain the reason for the half episodes. The only thing I can add is that I'm a supporter of the commercial break in the middle instead of every 8 minutes like you see in most Saturday morning cartoons. The only improvement would be no commercial breaks, but I don't think the sponsors would like that. And sometimes the breaks do serve the purpose of allowing mini-cliffhangers (a good example is the old WILD WILD WEST approach) in the middle of the episodes.

Well, I guess that leaves the credits, opening and closing. Credits are meant to, well, give credit, of course, to those responsible for the show. However, only movie ending credits (that I can think of) do nothing more than give credit (and a little music). Most credits would never be watched (except by the relatives, friends, and fans of those credited) if there were not other things going on at the same time as the credits. These are what we watch credits for.

Opening credits are usually meant as an introduction to the show, therefore the good ones are: action-oriented if the show is an action show, romantic if it is a romance, funny if it is a comedy, etc. You should be able to tell what the show is about by watching the opening credits. The ending credits, on the other hand, don't need to do this, and often don't, especially in the case of Japanese anime. I mean, you watched the episode, didn't you? Most ending credits are reflective of the creators and for this reason I believe that good, imaginative ending credits reveal more about the show than the opening credits.

The music used in the credits reflects the difference I refer to. Any fan of anime can tell the difference

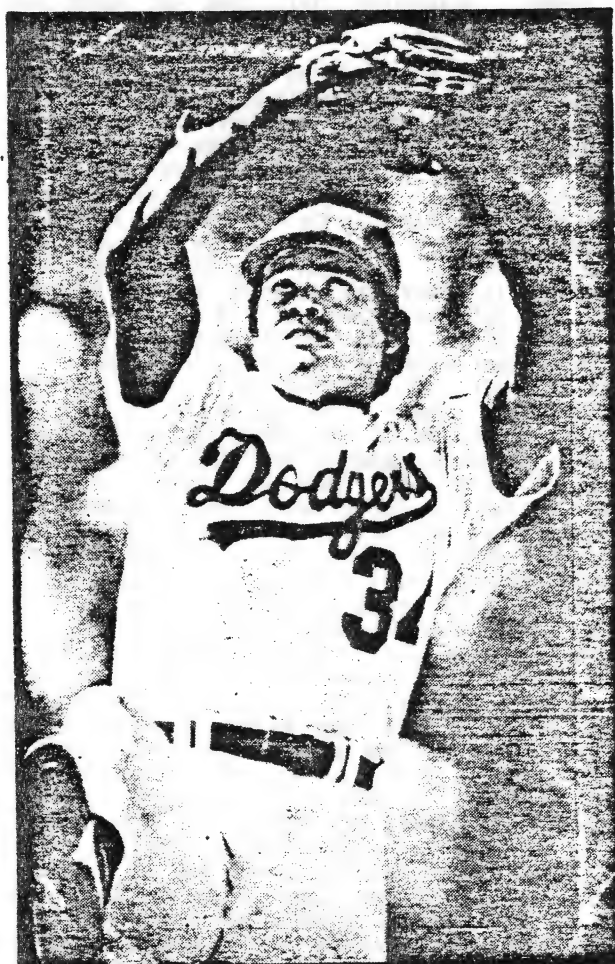
between an opening TV theme and a closing theme (with a few exceptions). The openings are uptempo (or, at least, more uptempo) and the closing themes are almost always slow ballads. Play a few anime soundtracks or episodes and see for yourself. As I mentioned, there are exceptions (GOD MAZINGER comes to mind), but not many.

I believe some mention of the musical differences between Japanese and American TV animation show credit music is in order. First, Japanese credit music is almost always vocal as well as instrumental. And by vocal, I mean a whole SONG, not a few lines masquerading as a song. Very, very few American shows have more than one verse if they have one at all. The Japanese, however, devote much to their credit songs, and some of them (as well as the soundtracks they come from) become popular enough to chart on the Japanese pop music charts. Well known singers and bands record songs for anime and, conversely, some singers who start out recording anime themes become pop stars.

The animation on opening credits, both in America and in Japan, is usually better than the animation in the actual episodes. Since the idea is to get the audience hooked, opening credits are usually fast moving and well paced, showing the main characters (be they people or mecha or both). Most of the Japanese opening credits are so well-done, we here in San Antonio have clipped together a credit's tape of most of the series we have and I usually fill up the extra time on people's tapes with episode credits. They are, however, a slight bit hard to take straight for more than an hour.

I realize that most of you think credits are a pretty boring subject for a column, but I think that as an essential part of any good (or bad) TV show they should be dealt with. The Japanese anime credits are actually quite an art form in themselves and worthy of the space. So let's give 'em, ahem, credit where it's due.

Next month, I'll give examples of what I think are some of the best credits in anime and why. Included will be music, animation, and maybe comments on movie and TV soundtracks if there is room.



This man's name is obviously "DODGERS".
It says so on his shirt.

ASSISTANT EDITORIAL

[Snickers. Snickers. This month's Assistant Editorial is safe to read. Less than 1% silliness included---CPAS]

SILLINESS UPDATE!!!

Unfortunately, you people aren't helping me out much. Everyone keeps promising to send silliness but no one comes through. The CPAS is snickering. The C/FOOD staff is snickering. The ill-humored everywhere are sitting up nicely with big grins of satisfaction uglying up their faces. Baka and I are pinned down under fire from the sinister forces of the CPAS with little hope of survival, waiting for the calvary to arrive, reinforcements which may never get here.

OK, well maybe it's not that bad YET. C'mon people, you get the idea. Do you really want a boring newsletter?

THE "BULMA" CONTROVERSY

Earlier this year, when I wrote up the synopses of the early episodes of DRAGON BALL, I unfortunately sparked a controversy which still hasn't ended. It has reached the shores of California and has found a home in the hotbeds of C/FO SHOFTALK. It has peaked the interests of translators and fans, new and old, professional and amateur. It has come to be synonymous with the very meaning of the word ---- SILLY.

Yes (he said shamefacedly), I mistakingly called "Bulma" by a name which was not hers. Never mind that I got the name from a friend who has excellent command of both English and Japanese. Never mind that I've seen the name

spelled 3 DIFFERENT ways in different magazines. Never mind that Gokku's voice actor refers to her as "Bloomer-san". No, it's written on her shirt, so that's who she is. I am properly castigated and (sniff) it won't happen again. I would stick to shows I know a lot about, but I'm sure everyone would get tired of hearing about HOKUTO NO KEN. Speaking of which....

My first draft of AN INITIATE'S GUIDE TO HOKUTO NO KEN is finished and anyone who wants to know more about what I think is the best of the current shows can drop me postage (39 cents) and I'll get one to them, while they last (I've got five left). It's 12 (one-sided) pages long.

Until next time, knock 'em silly,

Robert W. Gibson
(CUOS)
JUST CUSS

Robert W. Gibson
Assistant Editor
Chief Upholder of Silliness (CUOS)

EXECUTIVE SOAPBOXING

Boring C/FO Political Stuff: Both Local and General
Being the rantings of Lord Randall the Humorless

This column will collect all my political thoughts in one place so those who wish to skip over them can easily do so. My assistant editor is always worried that my political comments are going to offend one of the people he has promised "no politics" to. Well, I never said that

there would be no politics in the C/FO-San Antonio Newsletter. I just promised no name-calling and petty bickering like occasionally goes on in C/FO SHOFTALK. However in the interests of peace and harmony, I have decided to collect my political comments here. This column will only appear when I (or someone else) has enough to say to make it worth the bother — most short and sweet political comments will still appear in "Editorial Mutterings".

WHITHER THE C/FO?

When I joined the C/FO a year ago, it was going down hill like a runaway bobsled. Today, a year later (and several months after the C/FO-San Antonio takeover of the general club), I'm afraid that I cannot say things look a heck of a lot better. The general club is still plagued with extreme apathy (everyone wants things to get done, and get done quickly, but no one wants to do them — the majority of the membership seems to want to just sit back and bitch about the fact that things are not getting done at the general club level). One bit of evidence for this apathy is the lack of candidates in the C/FO elections. We have two candidates for C/FO President (Mark Keller and Alvin Ronnfeldt) and two candidates for C/FO Treasurer (Raymond Elliott and Brian Jordan). We have no candidates for the most important job in the entire club, C/FO Secretary, and no candidates for C/FO Vice-President (we had one, but some of the LA-area C/FOers apparently convinced this person — by their mean and petty behavior at San Diego Con — that this person had other things to do besides take abuse and this person withdrew from the elections). The last issue of the C/FO Magazine is still in limbo: I had been told it would be done by the end of July and as far as I know it still has not been mailed out as I write this (but it should be shortly, I hope). Some of the most ridiculous petty feuds are still going on between the some of the long-time members of this club and in the best tradition of stupid feuds, neither side really remembers what the feud is really about, but it still goes on and on.

The proposed C/FO By-laws, if approved in the current election, may help somewhat, if only for the following reasons: First, they clearly define the powers and duties of the club officers so that the officers will know what is expected of them and the club's membership will know when an officer has over-stepped his bounds — no more arguments on when elections must be held or who is responsible for holding them, no more arguments on whether the C/FO President can or cannot raise the dues, etc. (Unfortunately, these current arguments will probably just be replaced by arguments on what the document "really means".) Second, as the first board is named in a proviso (to avoid having to spend another \$700 and six months electing it), I have stacked it (yes, I freely admit that I have done so) with people who, while they may not always agree with each other, have BY THEIR ACTIONS shown that they really do care about the C/FO and its members. (Four of the five members of the board are currently named, they are: Barbara Edmunds, Ann Nichols, Fred Patten, and myself. I'm hoping to find one more qualified person [hopefully from the east coast] for the final slot, if not it will be filled by the C/FO President as a normal vacancy.)

Or then again these Bylaws may not really help at all, even if approved, most of the C/FO's problems are so entrenched that they may be unsolvable (for all practical purposes) — and approval of these Bylaws is no certain thing, most of the people in this club seem to hate rules and hate the very idea of a board of directors, even though they know that this club is too spread out to be ran in any other manner (other than a pure dictatorship, of course).

I have spoken before of C/FO-San Antonio pulling out of the C/FO and forming a new organization, organized properly from the very beginning. Robert Gibson is against this because: a) he thinks it would be a lot of

work, and, b) because he is afraid that some people (especially newer members who joined recently and do not know what has been going on in this club) will not like us any more, because they will feel that C/FO-San Antonio just took over the general C/FO to get a better start on their own organization.

While I agree with Robert on his first point, starting and running a new club would be a lot of work — however, it would probably be less work than we are now doing. On his second point, however, I must disagree. Although I am sure a few people will react as he fears, I do not think the great majority would — most would probably be simply pleased to be able to join a club that actually does something. Some of the newer members might feel betrayed, I'm sure. But then I stated my opposition to any big C/FO recruitment drive in letters to the C/FO powers-that-be early in the year — I did not feel that the general C/FO should have been recruiting new members and accepting their hard-earned membership fees when we knew in our hearts that they might receive little or nothing for it. Unfortunately, not everyone agreed with my opinion and a strong recruitment drive was started apparently in the hopes that a lot of new blood would ensure the survival of the C/FO. Whether this recruitment drive was a good idea or not, is now a moot point, but we have to live with the results thereof. And the results thereof are likely to be disappointment on the part of many of these newer members — no matter what we do.

If the proposed general C/FO Bylaws are passed, I propose we stick it out at least another year and work for continued improvement in the general C/FO. (The approval of the general C/FO Bylaws will at least show the rest of the club wants more organization and wants to try to help things improve.) However, if the proposed Bylaws are not approved, I think it will be time to carefully re-evaluate our chapter's relationship with the general C/FO. The most radical step would be to separate from the C/FO and form another club. A less radical step would be to loosen our ties to the general organization: perhaps by substituting a requirement that general members pay yearly chapter dues for the current requirement that they be members of the general C/FO, by changing our name to something that puts less stress on the connection to the C/FO, and/or perhaps by starting a new organization, an association of local anime clubs around the country (world) without regard for whether or not such clubs are associated with the C/FO (sort of a formalized organization of sister-organizations). Although it is my sincere hope that the membership of the C/FO approves the Bylaws and makes a serious attempt to mend the feuds of the past and finally gets organized enough to actually do something, I think the time has come to seriously start considering our options if the C/FO elects to continue in its current ways. Comments and ideas are welcomed (from everyone, whether or not you are a member of C/FO-San Antonio). Feel free to write or call (or talk to me at Dallas Fantasy Fair in November).

TRANSLATION FOLLIES

Have you ever noticed how hard it is to get translations in this club? You probably think that it is because there are not that many people who can translate. Nope, from keying in address update forms I know the club has far more translators than even I expected. The main problem seems to be that most are afraid to publish their efforts. They might be wrong in some minor way (or, God forbid, even some major way).

What's the problem with being wrong, you ask? Everyone makes mistakes don't they? Translation is often a matter of opinion, isn't it? Unfortunately, a few rude people don't see it that way. Instead of simply pointing out in a letter that they believe something should have been translated differently, they have to make crude remarks about the intelligence or translating abilities of the person who wrote the translation (other translators are often the worst offenders). Although I had long suspected that this was a major cause of the lack of generally

available translations (after all, I know that a lot of translating gets done in the apas) and the "Bloomers-Bulma" controversy (see the Assistant Editorial) just proved it to me. Some of the comments I saw on the subject were downright rude (although their writers MAY not have intended them that way).

In the hopes of encouraging more translations, I am announcing the following editorial policy for both the C/FO-San Antonio Newsletter and any issue of the C/FO Bulletin that I am involved with the editing of. Letters with translation corrections WILL NOT BE PUBLISHED. Instead, a column of suggested errata will be printed which will contain suggested mis-translations stated without petty overtones. For example, a letter from John Doe stating "Anyone can tell that Bloomers real name is Bulma, it's stated on her cap and shirt for ghu's sake" would be printed as a simple "John Doe believes Bloomers name should be Bulma". The latter statement gives the correction (for the benefit of the readers) without deflating the translator's ego!

To put my feelings on this matter quite bluntly, I feel that if you are a good enough translator to write biting, impolite corrections to the translation efforts of others, you should be getting your egoboo for the day by doing some translation for the club yourself instead of getting it by correcting the efforts of those who allow their translations to be published by the club! As Stan Lee would say, "Nuff Said?!"

APA NOTES

The deadline for the third issue of APA-HASHIN (aka the C/FO-San Antonio Social APA) is October 15, 1986. We currently have 9 members with openings this ish for up to 6 more. The apa is now open to the general public (with priority on the waiting list - if we ever have one - going first to members of C/FO-San Antonio and our sister organizations and then to other members of the C/FO). Current Copy Count is 15 copies of each page you submit. Minimum activity is one page per (bi-monthly) issue. More information (like postage costs, etc.) is available by writing to the OE (Randall S. Stukey --- address at the end of the NEW ANIME section). The fact that APA-HASHIN is open to the general public is being spread around, so #3 may be fully committed before the deadline! Tribes of anime art fiction, general BS, translations, whatever (EXCEPT FOR POLITICALS WHICH IS TOTALLY FORBIDDEN) are welcome. If you've never been involved with an apa before, APA-HASHIN is a good place to start, only three of us are "apa-hacks"!

Pat Munson-Siter (9238 B Lincoln, Ellsworth AFB, SD 57706) is OE of BIRD SCRAMBLE, a bi-monthly GATCHAMAN apa whose first issue was just published. If you are a GATCHAMAN fan, you might write Pat and check it out (I'll try to remember to bring my copy to the meeting). Pat will also be OE of a as-yet unnamed LENSMAN apa scheduled to start around the first of the year! (Yep, ye olde editor is going to be in both of these.)

FUN & GAMES

What!! You actually tried to solve that maze last issue? You say there is no way to reach the editor's sense of humor? No, it's not a poorly designed maze. The editor just doesn't have a sense of humor to be found.

DEADLINE

The deadline for articles OVER 1500 WORDS for the October issue of the C/FO-San Antonio newsletter is September 20, 1986. I accept shorter articles and artwork up until the time I actually format the final product (say the 28th or 29th)! Thank you!

MEMBERSHIP UPDATE

Fagan, Pete #
38 Skyline Dr. Meriden, CT 06450
Writer-Artist-Photographer-Modeler-Amateur Animator
INTERESTS: 2 Gundam-Megazone 23-Macross-Yamato-Galaxy Express-Harlock-Speed Racer
OTHER INTERESTS: Dr Who-"Rubber Guitars"-Blakes 7

MEMBERSHIP: C/FO
PHONE: (203) 237-4940
TRADE: VHS

Kelso, Douglas #
1174 NE 76th Ave, Portland, OR 97213
Gamer
INTERESTS: Harlock-Bolgo 13-Yamato-Macross-Megazone 23-Galaxy Express
OTHER INTERESTS: Comics/Manga-Books-Star Trek-Artwork

MEMBERSHIP: Local
PHONE: (503) 252-7809
TRADE: VHS

Migaki, Ernest H. #
6834 S.E. 63rd Ave, Portland, OR 97206
Writer-Translator-Photographer-Gamer
INTERESTS: Voloms-Goshugun/Etranger-Lupin III-Mausicaa-Urusei Yatsura
OTHER INTERESTS:

MEMBERSHIP: C/FO
PHONE: UNLISTED
TRADE: VHS Beta

Robertson, Link #
13803 NE 9th, Choctaw, OK 73020
Photographer - Modeler
INTERESTS: Transformers-Mighty Orbits-Rambo-Speed Racer-Ulysses 31-Dancongar
OTHER INTERESTS: Toys - Soundtracks

MEMBERSHIP: C/FO (OFC, OK Megazone)
PHONE: (505) 390-8458
TRADE: VHS

Silvermith, Joel #
240 New Mark Espl, Rockville, MD 20850-2733

MEMBERSHIP: C/FO
PHONE: (301) 294-9566
TRADE: VHS

INTERESTS: Robotech - Star Blazers
OTHER INTERESTS: Books - Dr Who

Tobbs, Hayes Alan #
3148 Q 11th Ave, Hialeah, FL 33012

MEMBERSHIP: C/FO
PHONE: (305) 823-8319
TRADE: VHS Beta

Writer-Modeler-Gamer
INTERESTS: Macross - Mospeada - Southern Cross - Leansman
OTHER INTERESTS: Novels - Films - Gaming

Yamashita, Mitsuyoshi #
Osaka 584 JAPAN

MEMBERSHIP: Local
PHONE: UNLISTED
TRADE: VHS

Photographer-Cooperator
INTERESTS:
OTHER INTERESTS: General SF - Douglas Trumbull Films



FEATURED ARTISTS

Thanks to this month's artists:

Ted Blasingame (p. 5, 6, 11)
Ben Dunn (Cover)
Shon Howell (p. 4)
Marilyn Morey (p. 9)
Pat Munson-Siter (p. 10, 14)

ANIMAGE

Now in it's ninth year, Animage continues to be one of the leading animation magazines in Japan. Starting with the December, 1986 issue, VIZ Communications will deliver this important publication to your home via first class mail!

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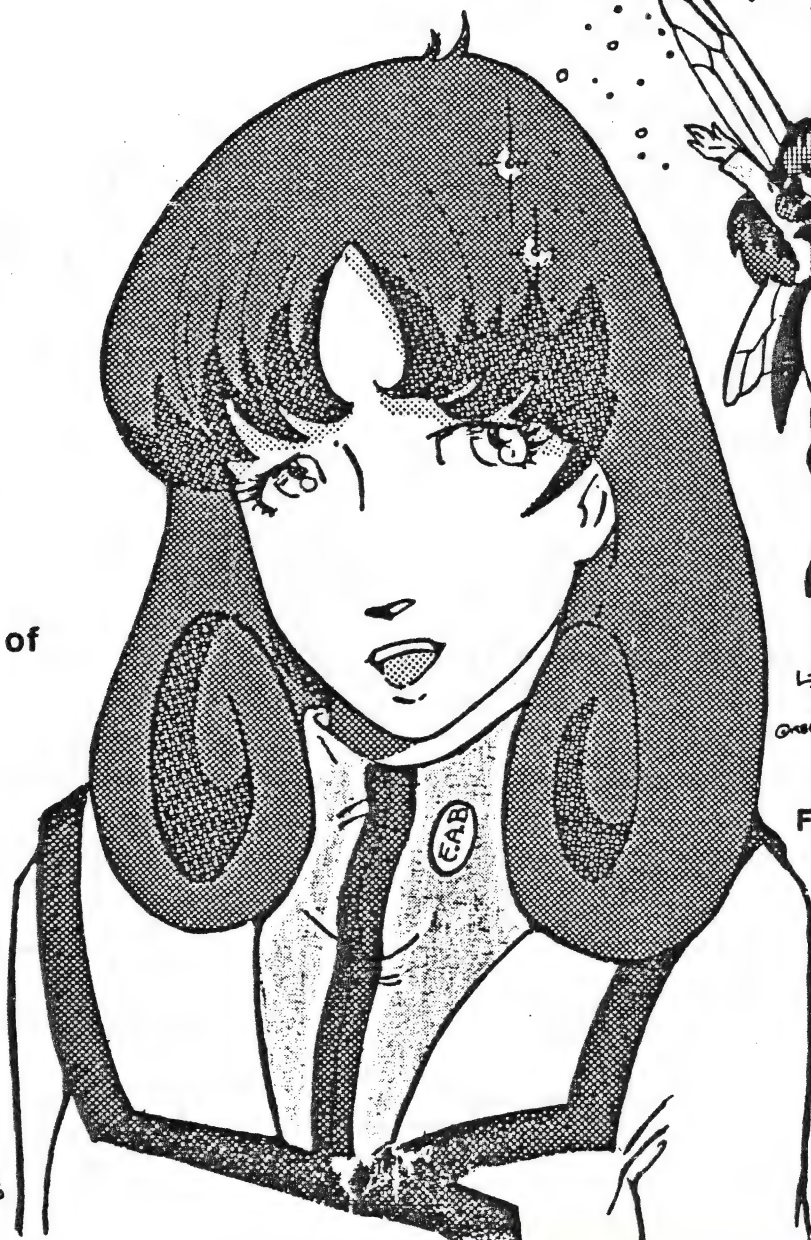
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The 52nd meeting of the San Diego chapter of the C/FO will be held on Saturday, September 13. We will be meeting in SS-100, in the Social Science building at San Diego State University.

12:30 Door opens.
1:00 Giant Gorg #14: Our Road.
1:30 Dancougar #22: As Time Goes By
2:00 Captain Harlock #5: At the End of the Far-Off Stars (subtitled).
2:30 Cashane #2: Shattered Moonlight Victory
3:00 Kimba the White Lion #7: The Bad Baboon
3:30 Dirty Pair #8: From Lucia With Love
4:00 Gatchaman #40: The Man-Eating Flower Jigo Killer (conclusion)
4:30 Urashiman #47: Forthcoming Return of the Fuhrer
4:55 Business Meeting
5:00 Zeta Gundam #12: The Winds of Jabro
5:30 Dinner Break
7:30 Vifam #6: Search for the Doctor! Encounter With the Aliens
8:00 FEATURE
Megazone 23: Parts One and Two.
10:30 Meeting ends.

(All times are approximate.)

Some of you may have noticed there was no trivia quiz last month. There will be no trivia quiz again this month, either. Why, you ask? Because the writers are taking a well-deserved creative break. The trivia quiz will resume in January.

During this month's business meeting, there will be some new developments regarding attendance dues. If you do not attend, you have no right to complain later.

To date, show summaries for Lupin III, Iczer One, and Urusei Yatsura have either been received or announced. If there is any show which you consider yourself an expert on and you wish to share your knowledge, contact James Long.

The Cartoon and Fantasy Organization is a nationwide network of people who appreciate fine animation and fantasy. The San Diego chapter was founded in 1982, and has been meeting monthly since (with one exception). Presently, we are meeting the second Saturday of each month on the campus of San Diego State University. The meetings start at 1:00 pm, and end at or around 10:00 pm. This month's meeting will run one half-hour longer because of the length of the feature(s).



CARTOON/FANTASY ORGANIZATION

C/FO Santa Barbara

BULLETIN #7

OCTOBER 1986

C/FO-SANTA BARBARA: 7th MONTHLY MEETING

SUNDAY OCTOBER 12, 1986

RUSTY'S PIZZA--UPSTAIRS

232 W. CARRILLO STREET, SANTA BARBARA

PRESENTED IN STEREO

2:00 p.m.	DOORS OPEN
2:30 p.m.	"Giant Gorg", #5
3:00 p.m.	"Tobikage, the Ninja Warriors", #7
3:30 p.m.	"Cats Eye", #7
4:00 p.m.	"Those Obnoxious Aliens", #5
4:15 p.m.	"Those Obnoxious Aliens", #6
4:30 p.m.	"Business Meeting"
5:00 p.m.	Feature: "Odin: Starlight"
7:15 p.m.	"Dirty Pair" #1
7:45 p.m.	MEETING ENDS

SPECIAL HALLOWEEN PRESENTATION

FRIDAY OCTOBER 31 AT RUSTY'S PIZZA (COME IN COSTUME)

*** 8:00 p.m. Feature "Vampire Hunter D" ***

SANTA BARBARA CHAPTER OFFICERS

President: Lloyd Bachmann

Treasurer: Ed Schultheis

Secretary: Ken A. Dase

Programmer: Robert Hasley

C/FO-SANTA BARBARA INFORMATION:

C/FO-Santa Barbara, P.O. BOX 91729

Santa Barbara, CA 93190-1729

Robert-(805) 687-1962

Non-Members:

first and second time

free; thereafter, -\$3.00

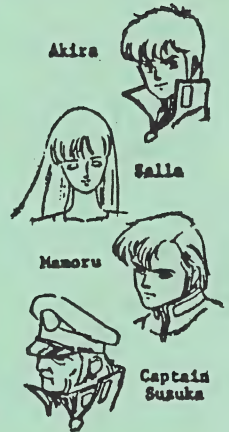
Members -\$1.00

Club Membership -\$10.00

Odin: Starlight, The Northern Lights Clipper

In 2099 A.D. the Starlight, the first Solar Wind-Powered hyperwarp ship, is leaving on its maiden voyage. Akira Tsukuba, trained as its navigator, is trapped by a bureaucratic snafu at Moon Base. A distress call comes from a passenger ship attacked in the Asteroid Belt by an automated Terminator. Akira steals a fighter and joins the Starlight just as it warps to the Asteroids. The regular navigator collapses from warp strain, and Akira becomes his replacement. The passenger ship was destroyed except for one girl in a escape capsule, Salla Cianbaker, whom they rescue. As they investigate the terminator, they accidentally cause it to blow up when it fires at them. This explosion creates a rift into a parallel universe, into which the Starlight is sucked.

They find a wrecked spaceship with a memory crystal which hints of the lost planet Odin. Captain Takeshi Suzuka feels their duty is to report back to earth; but Salla, who is from Odin, causes the crew to mutiny and seek the planet. A vast image in space of an old man, Asgard, warns them to go back; when they continue, they are attacked by cyborg fighter ships. The ships come from the invulnerable Fortress of the super-computer Belgel, which had destroyed Odin and converted all its people into enslaved cyborg soldiers. Can the crew of the Starlight escape the same fate? (all music by Akira Takasaki, the lead guitarist for Japan's top heavy-metal/acid rock group, Loudness, who perform the theme songs.)



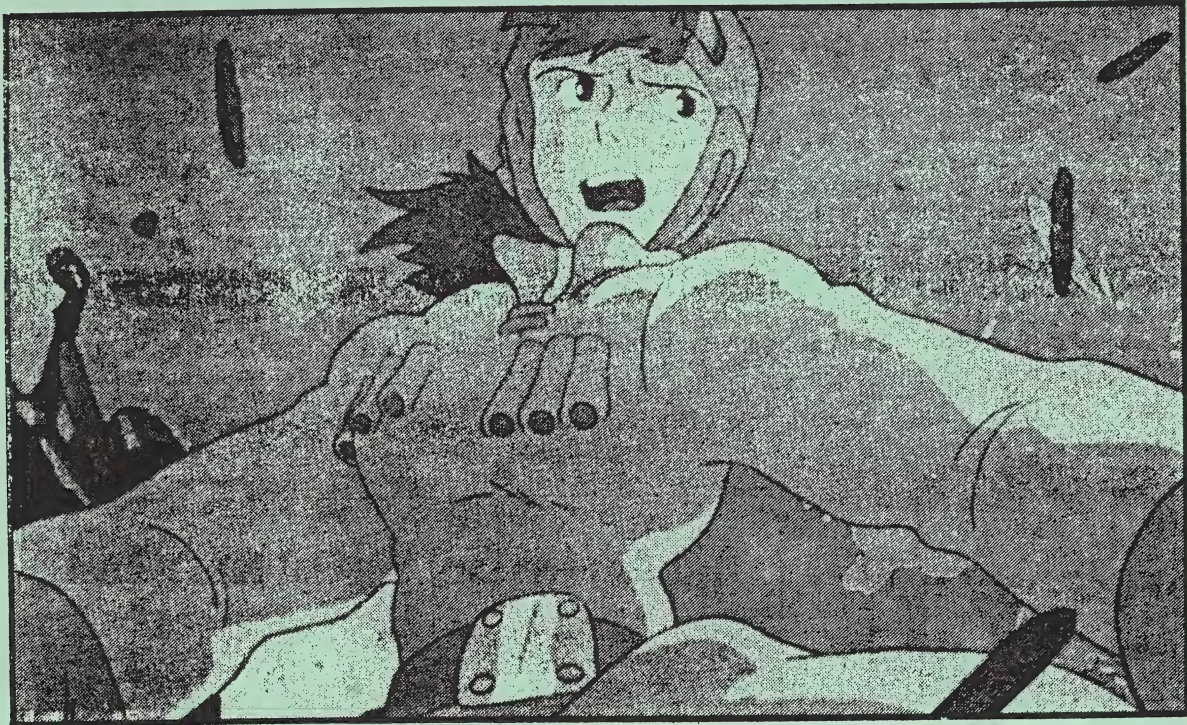
Vampire Hunter D

In the distant future, a feudal society exists in which human peasants are ruled by vampire aristocrats. Doris, a young human, is casually taken and discarded by Count Magnus Lee, the region's vampire lord. A mysterious vampire hunter known only as "D" rides into town and Doris offers herself to him if he will free the townsfolk from vampiric tyranny. Greco, the mayor's spoiled son, offers to save Doris from the Count if she will wed him, but when she spurns him, he reveals that she has been bitten by Lee. The townsfolk are divided over whether to imprison her until it's seen if she turns into a vampire, or to give her to Lee to placate him. Only her younger brother Dan, her old teacher Dr. Fearing and "D" stand up for her. Meanwhile the Count, bored with his immortal life, decides to marry Doris so he can toy with her as long as she lasts. Lee sends his vampire daughter Lamica, and his mutant henchman Reiginsei (Bright Silver Star) to collect Doris. Lamica is humiliated by the thought of having a human commoner as a stepmother and plans to kill Doris instead. However, "D" defeats them, but in such a manner that he is revealed as a "Danpiru", a human-vampire crossbreed. Lamica, in disgrace prays to the vampires "God", dracula.

"D" breaks into Lee's castle, but is captured by three seductive Lamia. Lee's forces have meanwhile seized Doris and Lee brings her to watch "D" have his sole eaten. "D" escapes from the Lamia and rescues Doris from the castle, but Lee is more exited by the "fun" of having serious opposition than annoyed. He sends Rei a "Time Deceiver Lamp" to finish "D" off, but the lamp is stolen by Greco, who plots to use it for his own benefit. Lee tries again to have Doris brought to him, by a secret ally, but Lamica fouls this up with another attempt on Doris's life. Rei retrieves the Lamp, kills "D" and bears Doris to Lee in triumph. Rei wants immortality and Lamica as a reward, which Lee feels is a bit pushy and "D" has a dark secret which transcends death....



The 6th meeting, on September 14th at Rusty's Pizza, had 46 attendees (a new record); 14 members, 4 general public and 28 guests. Robert Hasley supplied the VCR and stereo system and Lloyd Bachmann supplied the television at this month's meeting. At the business meeting it was announced that the Santa Barbara t-shirt would be in full color, at about \$10.00 apiece and would probably be ready for the next meeting. It was also announced that there would be a special screening of "Vampire Hunter D" on Halloween night. Robert Hasley auctioned off 'cell art books' which raised \$15.62 for the club treasury, with the lucky recipients being Sam Masson, Christy Curphey, Kier Bass and Andrew Wood. Robert also announced that he would be auctioning off animation cells from Japan at next month's meeting. There was also a raffle for a Giant Gorg button and a Mega Zone Part II button with Nerem Dale winning the Mega Zone button. Ben Curly, Eric Tolle, Steve Butler, Ken Dase, Ed Schultheis, Robert Hasley and Lloyd Bachmann brought items for display at the meeting.



Typical heroine of the new Japanese animation.

Cartoon Club

"MOST AMERICAN ANIMATION looks like milquetoast beside the vast and sophisticated range of Japanese work," says Lloyd Bachmann, president of the new Santa Barbara chapter of the Cartoon/Fantasy Organization. "The Japanese are masters at developing very complex characters and intricate plots."

What's on the agenda for animation addicts at the monthly C/FO meeting upstairs at Rusty's Pizza on Carrillo Street? Plenty of Japanese cartoons (in Japanese); plenty of pizza and beer and Coke carried up the dark stairs to the Tudoresque loft;

and a showing of "Star Trix-The Flick" a high-quality amateur spoof of the television series and movie produced by local claymation artist Art Binninger. Members also enjoy sharing cartoon-related models and comic books.

Bachmann and other animation enthusiasts established the new chapter five months ago because they were tired of driving to C/FO meetings in Los Angeles. "We hope to be different every month and show a real balance of comedy, drama, and fantasy" says Ed Schultheis, the designer of the chapter's T-shirt with mascot Lyria. "The giant robots are phasing out."

Japanese pen pals send fresh cartoons every month to supplement a collection of crowd pleasers such as

the award-winning "Warriors of the Wind" or "The Fantastic Adventure of Yohko." Is the Japanese soundtrack a problem? Not really. The C/FO program notes read just like the synopsis for a night of *Madame Butterfly* at the Met. A Rusty's employee searching for ravaged pizza trays didn't seem to find the language a problem. "Have 'The Dirty Pair' been on yet?" he inquired. It seems "The Dirty Pair" are female detectives, not an X-rated feature. But be prepared for brief nudity and PG-13 style violence. "This is animation for adults," says Bachmann, "and it invokes gut level emotion." The C/FO meets the second Sunday of each month. For more information call 962-1413.

—Barbara Bennett

8 Votes

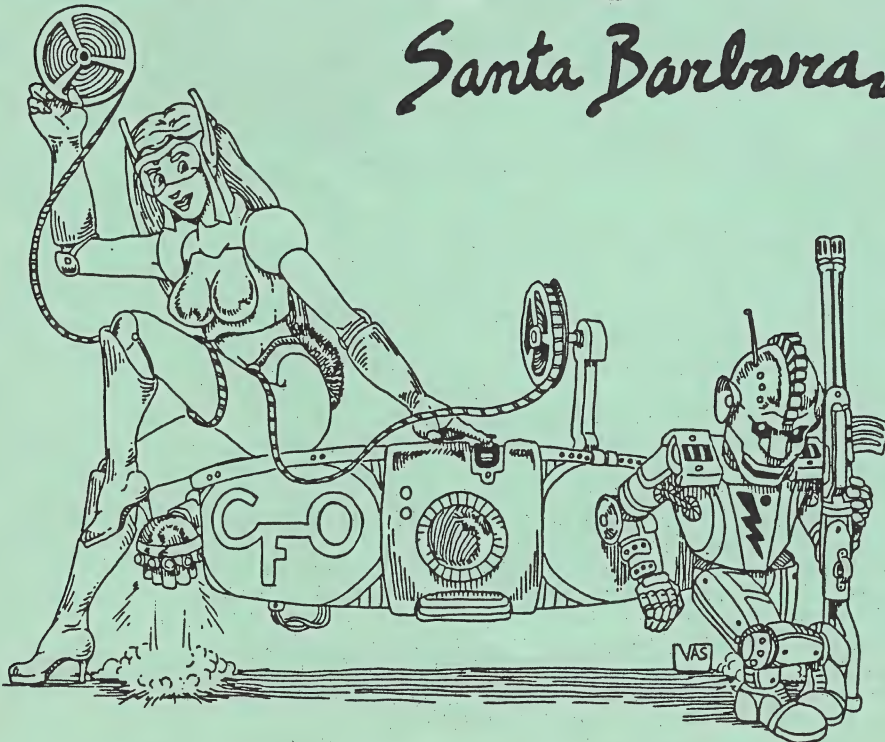
CARTOON/FANTASY ORGANIZATION

C/FO-SANTA BARBARA T-SHIRT DESIGNS



Cartoon Fantasy Organization Santa Barbara

3 Votes



4 Votes

THE SANTA MONICA CHAPTER OF THE CARTOON/FANTASY ORGANIZATION
p r e s e n t s

AN EVENING'S SAMPLER OF
JAPANESE TV/VIDEO ANIMATION

featuring
A battle of the battaloids!

SHALL THE CHAPTER CONTINUE WITH ORGUSS AS ITS SERIAL?
OR SHALL MOBILE SUIT GUNDAM ZZ TAKE ITS PLACE?

TONIGHT WE DECIDE AS THE TWO SUITS DUKE IT OUT
WITH BACK-TO-BACK SCREENINGS OF:

MOBILE SUIT GUNDAM ZZ #1:
"Prelude to ZZ"

-- and --

ORGUSS MEMORIAL VOLUME #2
"Super Dimensional Century Athena"

plus episodes of the action-comedies

CAT'S EYE, #3:
"The Pesky Little Devil"

-- and --

THE DIRTY PAIR, #3:
"Roulette Game of Love & Death"

as well as the s-f martial arts action of

NORTH STAR FIST #1:
"The Soul of Satan?"

The Strongest Man in Hell Appears!"

and the alien-invasion/psychic-warfare
girl's-high-school violence featurette

FIGHT! ICZER-ONE!

[These last two are PG-13 for
graphic bloodletting violence]

Sunday 21 September, 6:30 pm
A CHANGE OF HOBBIT
1853 Lincoln Blvd.
Santa Monica, CA 90404
(213) GREAT SF (473-2873)

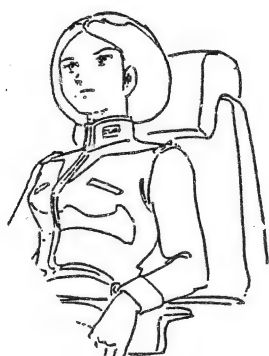
Shown via projection video
In Japanese - English notes provided

\$2.00 donation requested





CHAR AZUNABUL
(QUATTRO BAGINA)



EMMA SHEEN



AMURO RAY



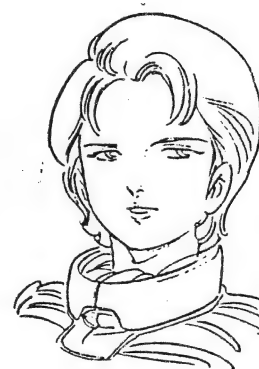
BRIGHT NOAH



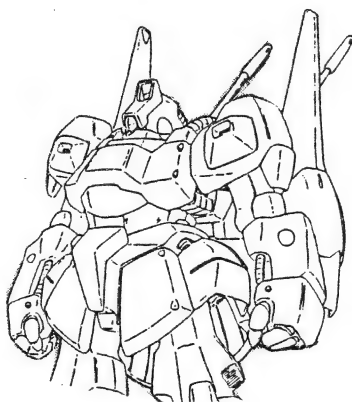
JERRID MESA



PAPTIMUS SIRROCO



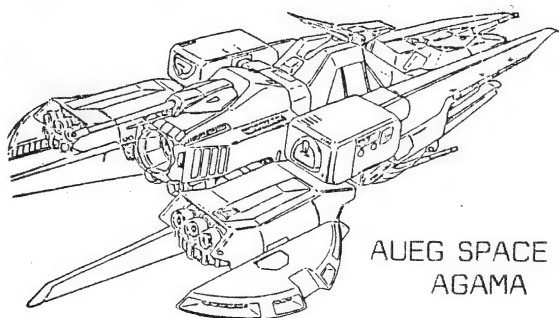
FOUR MURASAME



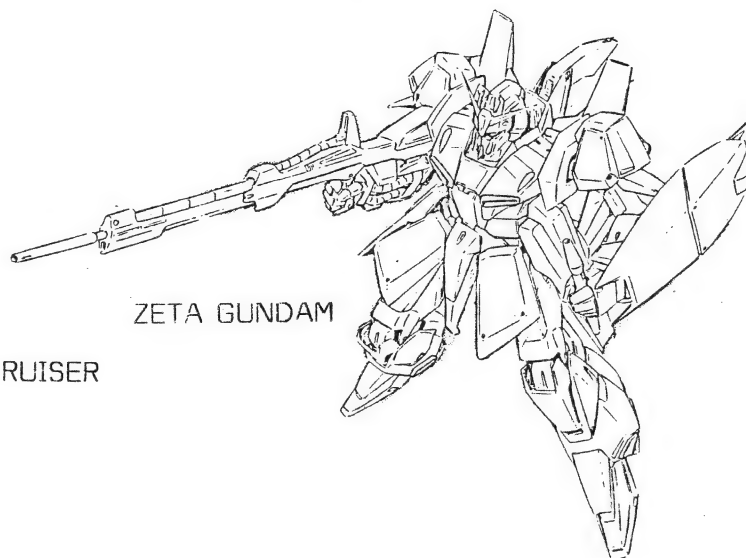
RICK DIAS



HIZACK



AUEG SPACE CRUISER
AGAMA



ZETA GUNDAM

MOBILE SUIT GUNDAM ZZ, #1:

"Prelude to ZZ"

This half-hour episode was designed to familiarize, or re-familiarize, its viewers with the recompllicated backstory, which had been developed through several GUNDAM tv series and feature movies.

The episode opens with some background on the world (solar system, actually) in which GUNDAM has unfolded. This is a time when humanity is split between those who live on Earth and those who live in the several cylindrical space habitats called, for reasons known only to the Japanese, as "Sides". (Side One, Side Two, etc.)

The just ruler of Side Three, JION DYKUN, was assassinated in a plot hatched in the mind of his trusted aide, DEJIN ZABI. This was in Universal Century year 0079. Zabi's declaration of independence from Earth began a war. It was the Jion Forces which initially alters the ZACK Mobile Suits, used to mine materials from the asteroids, into weapons of war, thus beginning the arms race of Mobile Suit innovation which would lead to the ever-evolving top-of-the-line state-of-the-art series of Mobile Suit GUNDAMs.

The assassinated Jion Dykun had two children, a boy, CASSBUL, and a girl, ARTICIA. Cassbull became CHAR AZUNABUL, who grew to be a high Jion officer, who secretly arranged the seaths of members of the Zabi family in revenge for his father's death. Articia became SAYLA MASS of the powerful Mass family on Earth.

The first GUNDAM was built by Earthman TIMOTHY RAY as a weapon to counter the ZACKU Mobile Suits. His 16-year-old son AMURO RAY accidently became pilot of the first GUNDAM. With the suit, he and some friends decided the first war in favor of the Earth Federation.

Universal Century year 0086: The Earth Federation, to prevent further unpleasantness like the Jion Empire War, has set up an Earth control of the Sides. Control is enforced by the Titans, who were supposed to be a police force composed of Earth's best soldiers and mecha-designers. The Titans have become tyrants.

Earth wants the space colonists to return to Earth. When SENATOR BLEX of Side Four leads an anti-Earth rally in favor of the colonists' staying in space, GENERAL BAZUK OM gasses the entire cylinder, killing millions. Blek escaped the gassing, and formed the ANTI-UNIFIED-EARTH-GOVERNMENT (AUEG) FORCE. The GUNDAM II suit was built for the Titans, but was stolen in an AUEG raid. Its pilot is CAMILLE VIDAN, the son of the suit's designer, supposedly killed earlier.

Supposedly killed in the first war was Char Azunabul, who has shown up in the AUEG forces going by the name of QUATTRO BAGINA, and ending up piloting a customized 100 SHIKI Mobile Suit. The flagship of the AUEG forces is the AGAMA, piloted by BRIGHT NOAH, who was once head of the Earth Federation's 13th Task Force, but who has come over to the AUEG.

Camille (who is male, despite his name), Amuro, and Char are akk "new types" (mutants to America's post-Marvel generations) who have heightened reflexes (which is what makes 'em such hot pilots), a limited telepathy, and the ability to "mindlink" or "psylink". Difficult to describe, this is an ability to pick images from another "new type's" subconscious -- images of subconscious longing, or projective images of demonic anger. Camille is the most power of the "new types" so far. He designed ZETA GUNDAM to combine the best elements of the GUNDAM MARK II and the 100 SHIKI Mobile Suits.

The episode tonight highlights his tragic romance with FOUR MURASAME, a "new type" brainwashed by the Earth Federation into piloting a PSYCHOGUNDAM Mobile Suit.

The episode closes off with a catalog of some of the Mobile Suits in some of their best battle sequences: Char's custom 100 SHIKI; the basic AUEG Mobile Suit, the RICK DIAS; Camille's GUNDAM MARK II; the vampirish-looking Titan HAMBRABI Mobile Suit; and Camille's ZETA GUNAM.

IF you want to pick up ZETA GUNDAM as our serial, to see the stealing the GUNDAM II and the development of ZETA GUNDAM, just vote NO to ORGUSS when the question's raised at the business meeting. Remember ZETA GUNDAM is fifty episodes long, meaning a committment of more than four years at the rate of an episode a month. Remember, too, that next month's program will be David Riddick's GUNDAM OVERVIEW EVENING.



MEMORIAL VOLUME #2

Super Dimension Century Athena

WHAT WE'VE SEEN SO FAR:

During a future war, two soldiers are ordered to disarm the dimensional bomb they've set at a space tower's foot. Despite their efforts, the bomb goes off.

Its energy flows into the tower, itself a dimensional device. The closely-layered fabric of reality tears. The soldiers and their battlecraft are thrown forward in time.

One of the soldiers, KAI KATHALUGI found himself 20 years into his won future, in a patchwork world of several shifting realities. He's found refuge among the Gypsy-like Emaan, who are human except for the sensory tendrils (one on the men, two on the women) growing from the napes of their necks. Resigned at last to being cut off from his own time, Kai's made a home for himself aboard the GLOAMR, the Emaan hovercraft/workshop/home. Although the Glomar's master, SHALIA THOOV would've taken Kai for herself, had she not been the head of an Emaan clan, an attraction has grown between Kai and Emaan crew member MIMSY LARS.

Aboard the Glomar are several non humans: the kangaroid alien JAVYIET (JABBY), who has the ability to sense reality shifts; TAI, a warrior of the cyborganic MU; and MHOOHM, a green-haired seven-year-old-girl android designed as a companion and maintainer of young MU, who salvaged and restored Tai to functional life. Mhoohm like to think she has a crush on Kai.

When Kai's bronco gerwalk crashed during an early attempt of his to return to his own time, it was rebuilt by the Emaan engineer LEEGH into a battlesuit unique to this fragmented Earth. Jabby named the suit the "Orgussiod" after his people's God of War, ORGUSS. It, combined with Kai's piloting skill, serves well to protect the Glomar and its passengers from attacks by the xenophobic, militaristic, wholly-human TERRAM, who want this patchwork world for their own.

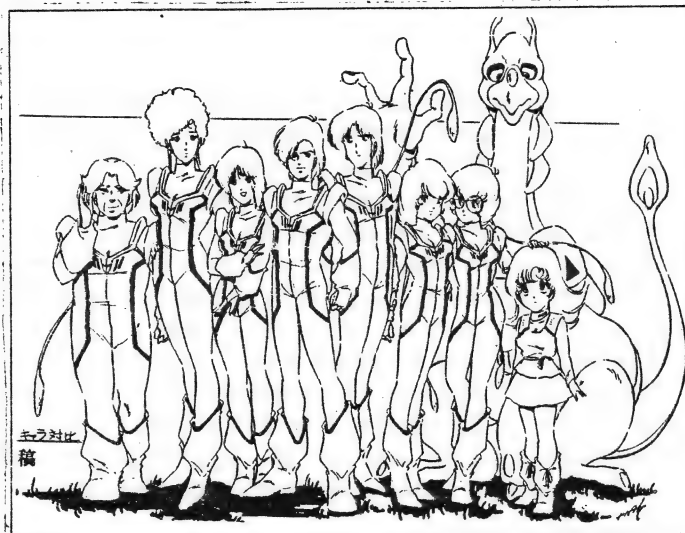
JACK OLSON, the other soldier, was thrown only half as far into the future. He emerged among the Terram, and has been with them for fifteen years. He has raised ATHENA HENDERSON -- the daughter of TINA HENDERSON, the girl Kai spent the night with before his last mission. Jack designed the NIKICK, the Terram answer to the Orgussiod. Last month we saw Nikick and Orgussoid square off for the first time, as Olson, monitoring the skirmish, recognised the Orgussoid's moves as those of his former fellow pilot, Kai.

WHAT'S HAPPENED IN BETWEEN:

As I've said before, folks, I learn about what we're to see about the same time you do. It was not until after the Newsletter was mailed out I learned the Super Dimension Athena is not the highlights of all the ORGUSS we've not yet seen, but the highlights of its concluding chapters, episodes 33-35. And a lot of water's gone under the bridge between chapter 12 and where we are tonight.

Episodes 14-16 concerned the Glomar's visit to the main Emaan city, where Shalia's sister heads the ruling council. Shalia and sister are estranged over a love for the same Emaan, who'll be vaporized by bad MU. The sister has Shalia, Kai, and Mhoohm mindscanned. She realizes that Kai is one factor [Olson being the other] whose presence keeps the

Shaia Kai Sleey Jabby
Leegh Mimsy Maie & Liewa
Mhoohm



dimensional rift open, the realities mashed together. She also believes if Kai returns to his own time, all the adjacent worlds will be destroyed. Still, she needs him to close the rift, and tries brainwashing him into co-operating. Shaia grabs Kai, gets him aboard the Glomar, and blasts her way out of the city, setting several episodes dealing with the Emaan pursuit of the Glomar.

The Terram, meanwhile, have been attacked by a more advanced evolution of the cyborganic MU, who also want the whole world to themselves. The MU have destroyed three Terram cities. Olson and Athena, however, are still tracking Kai. Athena at one point could've destroyed the Orguss, but she is stopped by Olson, who reveals Kai is her father. It takes her several episodes to sort out her feelings. She has stronger than daughterly feelings toward Olson, who could be her father. And this young warrior whom she has respectful hatred for is her father. (At one point, when Nikick and Orgussoid are locked in battle, they fall through a time warp into 1943, where they are attacked by P-51s. It is from this sequence where tonight's scenes of Athena and Kai having a conversation in a cave come from.)

Olson leaves the Terram, and joins the Glomar crew.

The combined efforts of Kai, Shaia, Olson, and Athena (who's sorted out her feelings) enable the Terram and the Emaan to join forces against the MU, who have taken the high ground by occupying the dimensional tower.

TONIGHT'S STORY:

Tonight we're treated to the final assault by the combined forces on the tower.

Believing Kai to be in danger, Mimsy steals a fighter to go to his aid. She's shot down by the Mu. She goes into stress convulsions, her tendrils curling and uncurling with trauma. She is found by Mhoohm, who discharges all the energy in her android body to protect Mimsy from the MU, and "dies".

Kai and Olson, each in an Orgussoid, get Mimsy back to the Glomar. Then, with the aid of the twins MAAIE and LIEEA, Kai and Olson get into the tower, and carry a D-bomb to its top. They set off the bomb in an effort to seal off the time rift which has wounded the realities. Their calculations are off, and the two are thrown back in time to where the initial D-bomb explosion has occurred. The future-ward and past-ward shockwaves cancel each other out throwing everything into a frozen limbo state.

The four (two Kais and two Olsons) work it out amongst themselves that the only way the multiple realities can break this stasis and separate from one another is if the four cancel each other out. By agreement, and with a sense of obligation to realities yet unmanifest, the four shoot one another.

The realities break apart, spreading out into a multiplication of worlds. We see seven or eight different Kai/Mimsy, Olson/Athena couples in the new separate universes brought into being. Universe where both Kai and Mimsy are human, and where both are human. Universes where both Shaia and her sister find happiness with the again-living man they both loved. Universes with happy resolutions for Jabby and other supporting characters, including one where Mhoohm is a living Emaan girl.

[Richard Reichman, who supplied the bare bones from which this synopsis was fleshed, has assured me that what occurs is a lot easier to understand when seen than it is to understand when described. He also tells me to tell you watch out for the cameo appearance by Captain Harlock's ship Arcadia during the assault sequences.]

END

That it, folks, the last 90 minutes of ORGUSS squeezed down to 45. Would you like to go back over the next two years and fill in what has led up to this, so we can watch the climax again in its untruncated glory? If so, vote YES to continue ORGUSS when the question is raised at the business meeting.

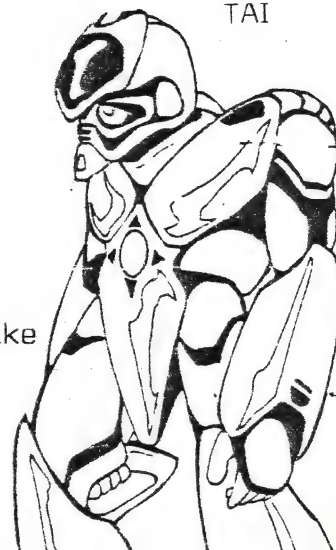
OLSON



ATHENA



TAI



CATSEYE

EPISODE #3:

"The Pesky Little Devil"

RUI, HITOMI, and AI are three Japanese girls whose father disappeared some years ago while traveling with his huge art collection aboard a transport plane. When pieces from the collection began to appear in museums and private collections, the three (aided by a friend of their father's) set out to steal them all back.

The police think that the thief who leaves the CAT'S EYE calling card is male and a single person. The young detective TOSHIO has the frustrating task of catching the master thief/thieves.

The girls keep a step ahead, having opened a coffee shop (called CAT'S EYE[!!!!]) across the street from the police station. As RUI (eldest of the three) can read lips, and the Police Commissioner never thinks to pull down his shades, the girls know as soon as Toshio does what the police are planning. HITOMI gets a thing going with Toshio -- begun at first to get information, it will later turn real. AI, the youngest, is the group's mechanic, pilot, and electrical whiz.

TONIGHT: The three are in Paris to steal back a painting of their father's which has shown up in a private collection. Their problem is not how well the piece is guarded, but the female Parisian thief who is also after it. When she grabs the painting before the trio can, the three trace her down to her huge abandoned warehouse hideout. It's then a back-and-forth battle for possession as the three must use wit and strategy on their foe's homeground to get back what is theirs.



RUI



HITOMI



AI



EPISODE #3:

"Roulette Game of Love and Death"

YURI



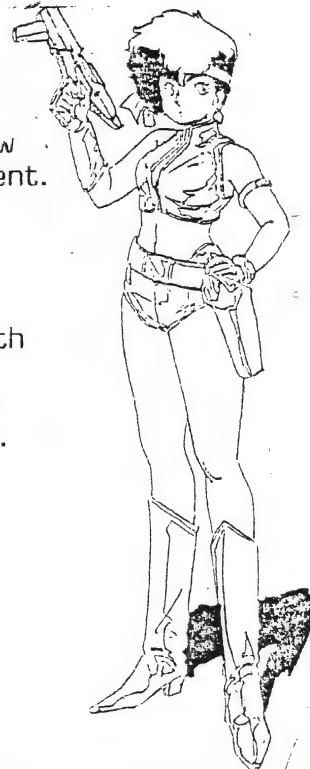
Population is so great in the world of 2141 AD is so great that, even in the computer-controlled cities, government is unable to control crime. The World Welfare Work Association (a private agency whose motto is "I will solve any problem for you") tries to fill the gap with its franchised private detective agencies. This private sector law enforcement is tolerated (but not appreciated) by the government.

The WWWA agents in one city are two young ladies named KEI and YURI, who are aided by a large (large!) mutant cat called MUGHI and a small robot named NAMMO. The two code-name themselves "The Lovely Angels". As their actions often wreck as much havoc as the forces they fight, all who deal with them call them THE DIRTY PAIR.

TONIGHT: The Pair go undercover, dressed as call-girls, to recover a rare coin from the owner of an intergalactic casino. They clean out the roulette table, but their covers get blown. The owner sends in his goons to get the Pair and recover the coin. The Pair may survive, but will the casino? Fat chance!

[Thanks to Richard Reichman for synopsis help!!]

KEI



NORTH STAR FIST #1:

"The Soul of Satan? The Strongest Man in Hell Appears!"

The Japanese title of this series is tricky to translate. Hokoto means North Star or the Big Dipper (note the hero's chest stigmata!) and Ken is both a name and the word for fist. The show's style is along the lines of "Bruce Lee meets Scanners" or "Road Warrior meets Sonny Chiba". It contains a level of violence would keep it off American primetime TV, let alone out of the Saturday morning cartoon ghetto.

Tonight's episode introduces Hikoto no Ken's world.

There was a war between the giant corporation fought with genetically-engineered supersoldiers. These were warriors of great size and fighting strength. The next innovation was a new-type soldier, whose strength was supplemented with a projective mental ability. One of these new type psychics was Hikoto no Ken. The other prototype psychic stole Ken's wife. He drove his fingers into Ken's flesh, giving him his namesake stigmata, and left him for dead in the desert.

What is left of civilization are tumbled ruined cities, through which prowl genetic warrior biker gangs. From out of the desert, carrying all the mythic resonance he can, comes Hikoto no Ken to start his quest to regain his wife.

[Thanx and a tip of the hat to Richard Reichman]



FIGHT ICZER-ONE!



KANOW NAGISA

COVALT

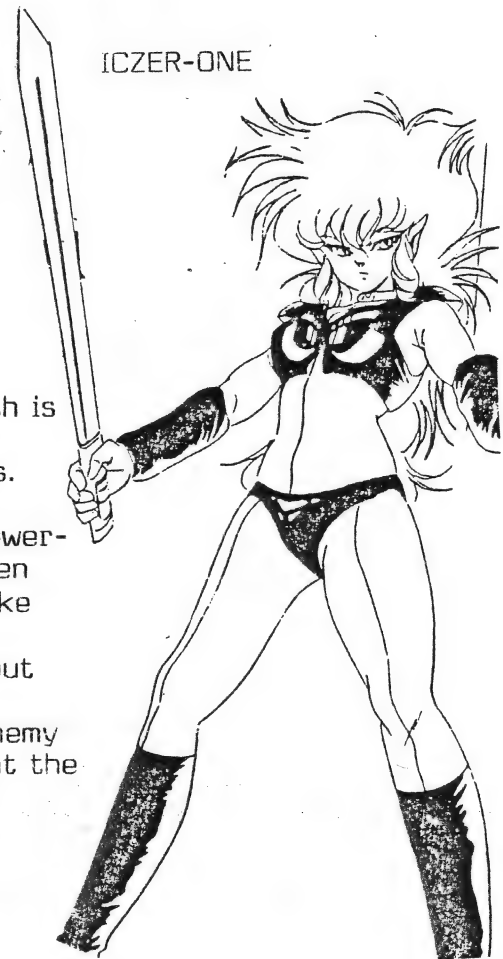


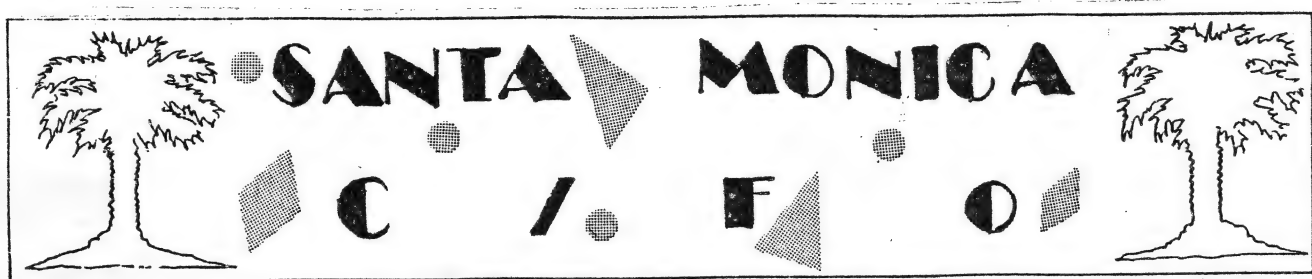
Much evil is abroad in the cosmos and once again Earth is the target. This time it takes the form of a group of interstellar outcasts and nomads who invade and take over planets. The process usually involved infiltration by implanting their kind in human (or what have you) form. The planet's most powerful psychics (the most potential threat to the aliens) are then targeted and eliminated, allowing the rest to move in and take over by more conventional means.

On Earth, schoolgirl Kanow Nagisa is such a psychic (but doesn't know it). Luckily for her she is watched over by a guardian angel of a different sort, ICZER-ONE, the mortal enemy of the aliens. Endowed with the abilities necessary to fight the cosmic vermin in both the real and psychic worlds, she must not only protect Kanow, but convince her to aid her in the fight against the aliens.

[synopsis from C/FO Denver's C/FOOD PLATTER #5]

ICZER-ONE





SEPTEMBER 1986 NEWSLETTER

Chris B. 2/1/86

A FEW WORDS: We've a lot of left-over business to deal with this month, folks. This special issue of the SM-C/FO Newsletter is my attempt to get it all handled. Please read it through. Bring it along to the meeting, too.

LAST MONTH, we were to have decided what serial we want as the continuing short subject to accompany our features. The question was: Do we continue watching out the last 24 episodes of ORGUSS, or do we switch to another serial? When brought up last month, the assembled audience acted as if it had not heard the question before. Individuals suggested such alternatives as CATS EYE, DIRTY PAIR, or ZZ GUNDAM. No consensus was reached, however, as the majority of the attendees seemed to have no idea what was being discussed. So, instead of David Riddick's GUNDAM OVERVIEW evening, we are having this month a sampler program of shorter items so you, the SM-C/FO attendee, have a better idea of what we're voting on.

The program put together for this month is as follows:

6:30 pm - Mobile Suit Gundam ZZ, #1: "Prelude to ZZ"

7:00 pm - ORGUSS, The Super Dimension Century Memorial, vol. 2:
Super Dimension Century Athena

7:45 - business meeting

8:00 pm - Cats Eye, #3: "The Pesky Little Devil"

8:30 pm - The Dirty Pair, #3: "Don't Fall in Love Willfully! Love is Russian Roulette"

9:00 pm - The North Star Fist, #1: "The Soul of Satan? The Strongest Man in Hell
Appears"

9:30 pm - Fight! Iczer-1

PG-13

NOTE that both NORTH STAR FIST and ICZER-1 feature graphic violence and bloodletting.

Now that program, which looks so tight on paper, will not be so tight in practice. It doesn't take into account breaks, or the business meeting running over, or the usual minor foul-ups that always throw our schedule off. Those who care, should figure ICZER-1 will start more around 10:00-10:15 than at 9:30. The MOBILE SUIT GUNDAM ZZ episode is a synopsis of the entire Story So Far. The ORGUSS MEMORIAL VOLUME 2 is compilation of highlights from the final 24 episodes of ORGUSS. Both GUNDAM and ORGUSS are high-tech s-f adventure series, and both have strongly developed continuity across the length of their runs. Would you, at this point, prefer to commit two years seeing the finish of ORGUSS in it's full form, or would you rather start watching a serial which'll take more than four years (at an episode a month) to complete?

Or would you rather chose a comedy/adventure series, where the continuity is not as strong, to be our official monthly short subject. Episodes from two such series, which we've already had a good response to, will be shown tonight: CATS EYE and THE DIRTY PAIR. Other such series include LUPIN-III (who has had three different series in Japan, from which we've seen two episodes from the second series), SHERLOCK HOUND, the irrepressible URUSEI YATSURA (THOSE OBNOXIOUS ALIENS), and such as surreally non-sequitur DR. SLUMP and its apparently equally-unreal follow-up DRAGON BALL, which we haven't seen yet.

If you (that's you!) would prefer, we'll save the voting on what to see until after we've screened these two shows, so you may have a better idea of what you're voting for (or against). Just let me know when I start the business that you want it delayed. (Remember, too, that it's easier to rotate among random good episodes of these kinds of series than it is to see any out-of-sequence episode of the strong-continuity series. What I would suggest is that we chose a strong continuity series, and take a running list of requests fro comedy series, to be dropped in as fillers/treats when time allows.)

OTHER SERIES which it could be possible to get decent runs of would include:

AURA BATTLER DUNBINE	CAPTAIN HARLOCK	DANCOUGAR
LENSMAN	GALAXY EXPRESS	SPACE COBRA
SSX HARLOCK	KIMBA	GIANT GORG
GALIENT	VOTOMS	TOBIKAGE

and, I'm sure, many more. If you have a favorite series mentioned or not mentioned here, bring it up. Be prepared to tell the assembled SM-C/FO something of its genre (giant robot, space adventure, sports, ninja) and something of its storyline, in case the series is not familiar to everybody.

WARNING: If the response this month to letting you decide what you want to see has the same apathetic reaction as last time, we will continue with the same program-by-executive-decree we have had up 'til now. Got it?

FEATURES: Some features we have not yet seen which we may be able to get to fill a popular need to see would include:

ADIEU GALAXY EXPRESS	(various) YAMATOs	CYBORG 009
GOLGO 13	(various) GUNDAMs	LOCKE THE SUPERMAN
MEGAZONE 23, pt. II	MY YOUTH IN ARCADIA	ODIN: STARLIGHT
KENYA BOY	LUPIN III: GOLD OF BABYLON	ANDROMEDA STORIES
AREA 88 (I & II)	(various) URUSEI YATSURA	and many more!

FEATURETTES:

VOTOMS: RED SOLDIER	FANDORA	LUMIC WORLD II
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and others, I'm sure. You ask for 'em, and we'll try to get 'em. But if I don't hear from you, I will not know what you want to see. **NOTE:** episode, features, and featurettes listed above are NOT part of the SM-C/FO library. (The SM-C/FO Library consists of a commercial copy of DAGGER OF KAMUI.) They are items listed by other C/FO chapters as being in their libraries, or within their spheres of access. I will do all I can to get items the SM-C/FO wants to see. But I must be told what you want before I can go after it.

SM-C/FO LOGO/MASCOT COMPETITION: Last month I opened a competition for the design of an SM-C/FO logo and an SM-C/FO mascot. The only entries so far have come in from Chris Battle. His logo is used on this Newsletter, and his four mascot submissions are on the next page. They are: "Prof. Anime", "Remote Control Man - an alien from a world where t.v.'s rule", "Borp" and "Harvey". Like any of 'em? Think you can do better? Submissions are still being asked for, and you don't have to be an SM-C/FO member to submit designs! Someone, please send us some sexy mascots!

OUT OF STATE MEMBERS: I've had letters asking how people can join the SM-C/FO. (And how many tapes do we have they can copy? -- for the answer to that question, see above.) Anybody is welcome to come to our meetings/screenings. Out-of-towners who want the Program notes should send a dollar (to cover printing and mailing) for any month they want the notes. Alternatively, send 50¢ + a stamped, self-addressed #10 envelope. I've also been urged to continue the ORGUSS program notes whether we continue to run the episodes or not. No can do. I see these things the same time as everybody does -- when they're screened. I have no VCR, and thus no way to view and take notes on ORGUSS on my own. Also, I need a copy of THIS OF ANIMATION #9, their second volume of ORGUSS, in order to get art to use in the notes. It's out of print, and I have not been able to yet locate a copy. I would hope to one day produce a complete episode guide to ORGUSS -- I've grown quite attached to the characters and their fragmented Earth -- but it'll have to wait. Sorry, folks.

AUCTION: I would like to hold a brief auction this month to raise money to aid Fred Patten's publication of the Greater Los Angeles C/FO Bulletin. Items to be auctioned include unassembled ORGUSS FLIER and MACROSS: SDF-1 models (min. bid \$2.00 each), a CRUSHER JOE poster (min. bid \$1.50), and a YAMATO t-shirt (medium)(min. bid \$2.50). If there is no interest in these items, they will be donated to Fred to auction off to other chapters.

NEXT MONTH we will finally have David Riddick's GUNDAM OVERVIEW evening, in which he will heroically attempt give us a feel for umpteen hundred hours of GUNDAM's sprawling complexity in only three hours.

FINANCES: Last month we had 57 people list themselves on Fred's sign-up sheets, which means we could've had over 60 people here. Between the donation box and the little extra bit of "profit" brought in from anime sales, we took in about \$45 over an above the \$50 needed for the projectors. That means last month was the closest yet the SM-C/FO has come yet in breaking even on the production of an evening's program. Ten dollars of what we took in went to Fred Patten to defray the cost of the Area Bulletin.

Of course the fact that this Newsletter is oversized, and it's going to almost twice as many people as last month's means greater up-front expenses for this month. *sigh*

"Prof. Anime"



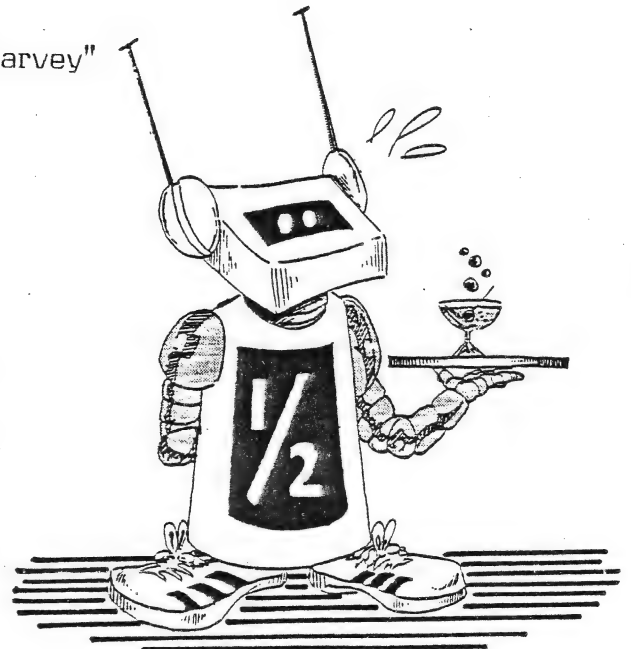
"Remote Control Man"



"Borg"



"Harvey"



ANIME MINE

3

C/FO SEWANEE



C/FO SEWANEE

Cartoon Fantasy Organization- Sewanee Chapter

Paul Sudlow, President

Hunter Cressall, Secretary

The CF/O is an international organization dedicated to the enjoyment of quality animation from all over the world. The Sewanee Chapter meets once or twice a month in the Screening Room of DuPont Library. The next meeting will be on September 17th.

Schedule for September Meeting

7:00	Urusei Yatsura #1	J
7:30	Warriors of the Wind	E
9:10	Dirty Pair #1	J
9:40	(tent.) Robotech : New Gen. #1	E

Starting this year we will have local memberships. In the past, we have sent the local newsletter, *Anime Mine*, to general C/FO members only. Unfortunately, the relatively high cost of membership (\$10 per year), coupled with the apparent lack of return benefits (this has since changed, see below), has discouraged people from joining. So, local memberships are now available for only \$1 a year. For this, you receive every issue of the club bulletin (like this one), and can vote in all chapter concerns.

Of course, we still encourage everyone to join the national organization; each new member will receive a 50+ paged booklet chock-full of synopses. In addition, the national magazine and the national bulletin will be out soon (the bulletin is, I believe, bimonthly), and C/FO elections are coming up, as well. Only general C/FO members may vote in the national elections, of course. If you joined

the C/FO last semester, and haven't received your Baycon booklet, see me and I'll see you get one.

We'll be talking about the frequency and composition of future meetings on Wednesday, so if there's a night that's bad for you, please let us know; we want as many people as possible to be able to make the meetings. I got a lot of new films this summer, as did Hunter, and you'll be seeing the best of them during the year.

As a final note, we're looking for active members to help out with various thingimajigs and other projects, so if you like what you see, and want to get more involved, let us know. We especially need a greater variety of artists; I've heard from one or two people - get back to me, folks!

Thanks to Toren Smith for the Urusei Yatsura synopsis, and to Santa ^{Monika} ~~Monika~~ for influencing my Dirty Pair synopsis. Not to mention Fred Patten for the Nausicaa synopsis.

Urusei Yatsura (Those Obnoxious Aliens)

#1 : "I'm Lum, the Notorious!"

Note : This one is bizarre, but it *is* also highly entertaining, and offers some shrewd insights into the nature of love relationships. Urusei Yatsura is a Japanese pun that translates roughly as "Those People That Live Next Door That You'd Rather Not Have Next Door". This series is a mite unusual in that it was created by a woman, Takahashi Rumiko, which is quite rare in Japan.

ATARU MOROBOSHI is a relatively normal high school student but has, shall we say, "overactive glands." When aliens from the planet Urusei invade Earth, they give us one chance : If our champion (chosen at random by their computers) can defeat their champion in a game of tag, they'll pack up and leave quietly. If not...



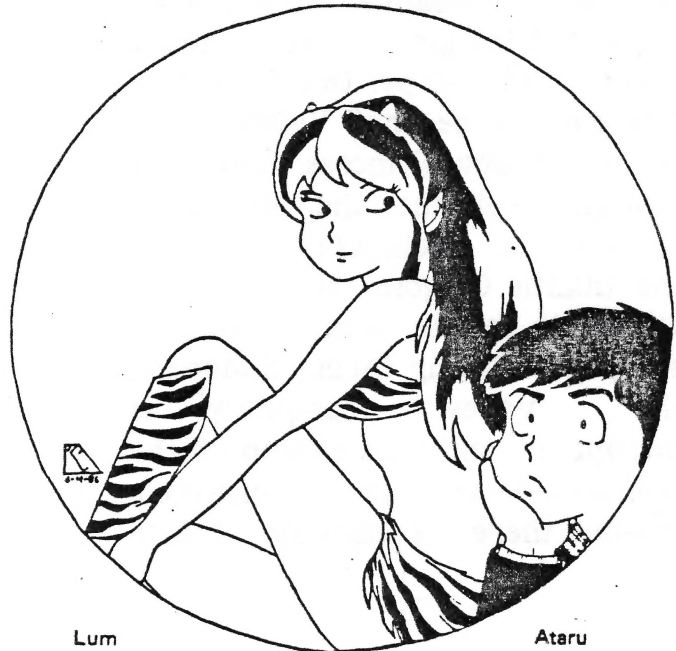
Megane



Shinobu

Anyway, Ataru is the chosen one and is forced to compete - a task made somewhat difficult by the fact that the alien champion - LUM - can //y. Nevertheless, Lum is

also gorgeous and well-equipped to make the most of her tiger-skin bikini, so the lecherous Ataru can't *wait* to get his hands on her. There



Lum

Ataru

follows eight days of public humiliation for poor Ataru, as he tries... and tries... and tries. Finally, in desperation, his girlfriend SHINOBU (a lovely, demure girl, given to throwing around heavy furniture when she gets upset) offers to marry him - *if* he wins. So, on the final day, and shouting, "*I will be married!*" he succeeds in grabbing Lum's horns, thereby saving the Earth. However... Lum thinks that he wants to marry her, and accepts this unexpected offer. Ataru has had enough of Lum, though, and protests vociferously. But Lum is now totally dedicated to her "Darling", and so it begins...

Warriors of the Wind (aka Nausicaa of the Valley of the Wind)

Warriors of the Wind is a November 1985, home-purchase video feature. A thousand years from now, war and pollution has destroyed most of the Earth. Spreading Toxic Jungles populated by giant, deadly insects cover the landscape. One of the few safe areas is the small Valley of the Wind. Young Princess Zandra, a biologist, feels that the new insect species are intelligent, especially the titantic Gorgons, and might be willing to live in peace if humans stopped attacking them. Suddenly, the valley's tranquility is disrupted, when an airship of the militaristic Kingdom of Tolmekula crashes there. Tolmekula's Queen

kingdom. She also plans to burn back the toxic jungle, in an idealistic crusade to purge the Earth of the poisonous fungi forests. Zandra has to prevent this before the valley and her people are destroyed in the war between Tolmekula and



Selina occupies the valley in an attempt to recover it's military cargo, and then decides to use the valley as a new base in her war with Placida, a nieghboring

Placida, and before an attack on the jungle brings about the extermination of all mankind by the Gorgons. The original theatrical feature, written, designed and directed by Hayao Miyazaki, was a box-office smash in Japan and won animation awards around the world. The American version has more than 20 minutes cut from it (including an important plot device), but even so, it own the first prize in the general category (films over 30 minutes) at the 1985 Los Angeles International Animation Celebration.

Dirty Pair

#1 : The Killer Computer's Lesson

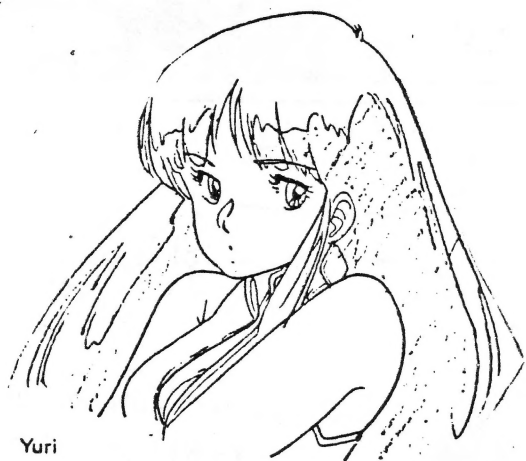
In the future world of 2141 A.D., people dwell in cities made up of great towering monads (as in Robert Silverberg's The World Inside), which often reach miles into the sky.

The governments, even with the computers running the monads, have no effective police force to contain crime in the teeming streets and halls of the monads. Thus, they are forced to rely on the services of the World Welfare Work Association (3WA), which is a chain of franchised private investigation agencies. Its motto is "I will solve any problem for you." There are 3WA agents posted in every monad.

Two such agents are Kei and Yuri, who are charged with keeping things under control in their monad, the Damocles Tower. Although code-named "The Lovely Angels",



When Brian, the sentient computer that runs the Damocles Tower goes berserk, it's up to Kei and Yuri to stop it. Unfortunately, the computer has already identified the Dirty Pair as the greatest threat to its well-being, and is doing all it can to get them out of the way (which is a lot). Finally, with the aid of two computer operators and their robot Namo, they are able to warp a small space cruiser into Brian's central processing unit.



most people who see them at work refer to them as the "Dirty Pair", since they often do more damage than the criminals they fight.



ANIMATEDLY SPEAKING

with Miakyo

Hello, and welcome to yet another thrilling and exciting space filler!



YALKYRIE
PILOTS
DO IT
THREE
WAYS

Today I'm interviewing two young ladies employed by the WWA; Kei and Yuri, collectively known as the "Dirty Pair"!



THAT'S
LOVELY
ANGELS!

Sorry. Could you tell me... Rats! Mice I mean! Tora didn't clear them all out!



We'll get 'em, no problem! HEY, MUGHII!!



Kei, don't you think that Mughii is a bit too large to fit through the-

CRASH!

door?

Arrgh!



Mughii; sic 'em!

Oh, sh...

CRASH!
BOOM!
MEEOW!

My set... Er, could you please tell me why...

That Mughii! I guess that I'll have to go in!



Don't worry! We'll fix everything! We're the best!

* sigh * Could you tell me...



Tell you what?

Why do people call you "Dirty Pair"?

Beats me!

MEOW!
CRASH!

HEY YURI! HAND ME MY BAZOOKA! WE GOT THE LITTLE BASTARD CORNERED!